

Eikaiwa Master Rules

You move around the board by rolling a d6.

There are seven icons. Four of them relate to specific sets of question cards. One is a wild card where a question can be drawn from any pack. And the other two either make you miss a turn or allow you to roll again for free.

If you answer a question correctly, within the time limit, you get another go. Fail to answer the question, or run out of time, and your turn stops there.

Be the first to land in the central disk and answer the Boss Question, and you can claim to be the Eikaiwa Master!