








Eikaiwa Master Rules

You move around the board by rolling 3d8.

-  Information cards are all beginner level questions asking general-knowledge questions.
-  Charades cards ask the player to talk about a topic without ever saying the topic word. Whoever guesses the topic first gets a free roll.
-  Debate cards ask the player to give an opinion about a topic, and explain their reasons for the opinion.
-  Story-time cards ask the player to tell a story about a topic. This doesn't have to be a true story.
-  Wildcards are suitable only for people at an advanced level. It contains an eclectic mix of questions. If none of your players are advanced, instead of using this pack, draw a card from one of the other packs.
-  Roll Again allows the player to make a free move. They have to answer the question connected to whatever space they land on next.
-  Skip a Turn forces the player to miss their next turn.

Some questions have correct and incorrect answers, others ask for the player's opinion. The player has 30 seconds to start answering a question. Failure to start answering the question within that time opens the opportunity for one of the other players to jump in with their answer. If they answer correctly, they get a free d6 roll.

When getting a 'free roll' from answering someone else's question or guessing the 'Charades' topic, you get to move even if you're on a 'miss-a-turn' square. When moving in this way, you don't answer the question where you land, nor do you get to roll again if you land on a free roll square, but you also don't miss a turn if you land on that square.

To win, be the first to land in the central disk and answer a Wildcard question. If you do so, you can claim to be the Eikaiwa Master!