

Battle of the Sexes™

CONTENTS

- Game Board
- 110 Female Question Cards
- 110 Male Question Cards
- Instructions
- 8 Playing Pieces
- 55 Female Wild Cards
- 55 Male Wild Cards



OBJECT

To test your knowledge of the opposite sex through a series of gender-based questions. The first player or team to get their 2 pawns across to the other side of the board wins the game.

SET UP

Battle of the Sexes can be played individually or in teams. The word 'player' is used to describe either individual players or teams.

1. Each player is given two pawns. Red pawns for females and blue pawns are for males. Each player places one of the pawns at **START** on the game board (any space at the beginning of a lane with the appropriate gender sign on it). The second pawn is kept off the game board until the first pawn has been moved to the opposite side of the game board or taken prisoner by your opponent.
2. Separate the 4 different card decks and shuffle each deck (female question cards, male question cards, female wild cards and male wild cards). Place all 4 card decks in the appropriate space on the game board.

TYPE OF CARDS

- **Female Question Cards**
These questions have a female bias and are asked of the male opponents.
- **Male Question Cards**
These questions have a male bias and are asked of the female opponents.
- **Female Wild Cards**
These cards have directions for either player to follow. Male players follow the male directions and female players follow female directions. Female wild cards favor females and act as a defense against males.
- **Male Wild Cards**
These cards have directions for either player to follow. Male players follow the male directions and female players follow female directions. Male wild cards favor the males and act as a defense against females.

A player will only pick up a **WILD CARD** if her or she lands on a **WILD CARD** space at the end of his/her turn.

WILD CARDS

1. A player will only pick up the **opposite sex** WILD CARD if he or she lands on the **opposite sex** WILD CARD space at the end of his or her turn.
 - For example, if a player ends his or her turn on an **opposite sex** WILD CARD, he or she must pick up the **opposite sex** WILD CARD and follow its directions.
2. A player will only pick up the **same sex** WILD CARD as he or she lands on the **same sex** WILD CARD position regardless of the stage of his or her turn.
 - For example, if a player answers the first question correctly and lands on a **same sex** WILD CARD position, the player picks up the **same sex** WILD CARD and follows its directions. Then the player continues answering the remainder of the questions until he or she answers incorrectly or she has answered all questions correctly.

PLAYING THE GAME

1. Toss a coin to decide which player or team starts the game.
 - If the female player wins the toss, then the game begins with the male player picking up the top Male Question Card and asking any one of the three questions to his female opponent.
 - If the question is answered correctly, the female moves ahead one space and another question from that same card is asked. If all three questions are answered correctly the female will have moved the maximum of three spaces and her turn is over.
 - If the question is answered incorrectly, the player's turn is over and the question card is returned to the bottom of the deck.
2. Play continues to the left or alternates between opposing teams. For example, if the first turn started with the males asking the questions, the second turn starts with the females asking the questions.
3. Two pawns may rest on the same space at the same time.
4. Once a player's first pawn reaches the opposite side of the board, place the second pawn at the START position.
5. During the course of the game, each player has the opportunity to take ONLY ONE of his or her opponent's pawn prisoner. This can be done by landing on a space where your opponent's pawn is already positioned at the end of your turn.
 - A player can only take a pawn prisoner once and only if their opponent still has possession of his or her second pawn. If a pawn is taken prisoner, the pawn is placed on the captor's starting position until freed.
 - To free a pawn, a player must move their second or existing pawn across to the other side of the board. When a pawn is freed, it is placed back to the start position.

WINNING THE GAME

The first player or team to get their 2 pawns to the other side of the board wins the game.

TWO PLAYERS

If there are only two players participating – both sexes must be represented and must sit opposite each other. The first person to get both their tokens to the other side of the board wins the game.

THREE PLAYERS

The rules are slightly different if there are two males and one female participating (or vice versa). The two male players operate from the male side of the board, and the female the other side. In this scenario, the two male players team up against the female. Together they need to get all their tokens across to the female side to win the game.

To balance the competition, the female is allocated four tokens at the start of the game and must get all of them over to the male side to win.

To determine who starts the game, one male player should be nominated to take part in the coin toss. If the males win, *the female player will begin* by asking the first question to one of the male players. She will then have her turn before asking another series of questions to the second male player. All players must answer their questions individually and without the help of their teammates.

FOUR OR MORE PLAYERS

If there are more than two people playing, couples can either play separately or each side can team up and make it a combined battle between men and women.

If couples choose to play separately the rules are the same as for TWO PLAYERS – each couple finishes the game when one player gets both their tokens to the other side.

If teams are formed, couples still play against each other using the same rules. However, the winning sex is determined by which gender moved the most number of individual tokens to the opposite side of the board.

In either case, to work out who starts the game – nominate one female and one male player to participate in a coin toss. Once the first couple has asked each other a series of questions, play moves to the next couple.

FAST GAME

If you want to play a FAST GAME, simply allocate each player one token only. In this case, the first person to get their token to the other side of the board wins the game. In a FAST GAME, the rule about taking your partner's token prisoner does not apply.

COMMON QUESTIONS ABOUT THE RULES

1. Do I need to get the answer to a question *exactly right* to move ahead?

If you're a stickler for rules then you can stipulate at the start of the game that all questions need to be answered as written on the Question Card (eg: names and movie titles must be supplied in full). However, some answers are a little broader than others. For example:

Q: What would you find in a haberdashery?

A: Sewing and dressmaking products.

If a player uses the terms fabrics, zippers, buttons, needles, wool or any items that you would find in a haberdashery to answer the question, this is also acceptable.

1. Can I ever offer hints about the answer to a question?

Official Battle of the Sexes rules do not allow for any hints or cheats during the game play, but if you want to bend the rules a little, that's up to you, as long as it has been mutually decided before the start of the game.