

LearningSquared!tm v2.0

Compete, Earn Points, Have Fun and Learn!

The objective of LearningSquared! is for you or your team to earn the most points by correctly responding to *answers* with *questions*.

If the answer presented is “Author of the Lord of the Rings.”

The correct response is “Who is J. R. R. Tolkien?”

LearningSquared! V2.0 supports up to 6 players or teams.

The first player up (e.g. who controls the board and gets to pick the answer / question), is selected randomly by the computer.

The player that correctly responds to an answer will earn the points corresponding to that answer and will control the board for the next answer / question set.

Any player or team may “buzz in” to respond to an answer – except for a LearningSquared! answer / question set (see below).

If an answer is responded to incorrectly, a new player up is selected randomly.

A game consists of two rounds of 5 categories and 5 answer / questions in each category (total of 25 per round). The points in each category range from 100 to 500 for round one. Round two points are doubled.

A player earns points by providing a correct response and loses points with an incorrect response. Points earned or lost are equal to the points indicated on the button or position played.

Each round will have one hidden LearningSquared! answer / question. If you are the player up and select the LearningSquared!, you may wager up to your current point total plus 500 points. Only the current player up may “question” a LearningSquared! answer.