Play and learn with Hueber!

RULES

This game is designed for two to four players.
Each pair or group needs a dice and a counter for each player.

- The oldest player begins. He throws a dice and moves that number of squares. The player next to him reads out the question on the square. Once the first player has answered the question correctly, it's the next player's turn. If a player can't answer the question correctly, he misses a turn.

- If a counter lands on a field with someone else's counter, the counter already on the square has to go back to START.

- If a player lands on the same square more than once, he can throw the dice again and move to another square.

- None of the numbers on the dice have any special value, so players don't throw the dice again after throwing a six.

- The player who is the first to land on FINISH is the winner.

Have fun!