

ANSWERING INCORRECTLY

If a player gets an answer wrong this ends their turn.

The QM then asks the SAME question to the next player to the left. If they answer it correctly they move their playing piece forward to the next space that matches the question's colour – (eg. If it is the GREEN question they move their playing piece forward to the next GREEN space).

The QM continues to ask this player questions from the card until they either answer all the remaining questions correctly or get an answer wrong in which case the QM asks that question to the next player to the left and so on.

If none of the players can answer a question correctly the QM reads out the answer to everyone and then asks the original player on their left the next question.

If no one can answer the final (RED) question on the card correctly the QM reads out the answer to everyone then puts the card back into the box. That turn is now over and the next player to the left becomes the next QM.

WINNING ZONE

When a player gets a question right near the WINNING ZONE and there are no spaces left on the path that match its colour, the player moves their piece onto the Winning Zone where it stays for the rest of the game. The player continues their turn if any questions remain on the current card after they enter the Winning Zone.

TO WIN

Once a player has moved onto the Winning Zone, they must correctly answer either any two consecutive questions or a RED question to WIN (eg. If a player enters the Winning Zone after answering a GREEN question they need to answer the remaining YELLOW and RED questions correctly to WIN – OR if they enter the Winning Zone after answering a YELLOW question they ONLY have to answer the remaining RED question correctly to WIN).

If a player in the Winning Zone gets a question wrong the QM gives it to the next player to the left and play continues as in a normal turn – whether or not any other player is in or out of the Winning Zone.



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**WARNING! CHOKING HAZARD - Small parts.
Not for children under 3 years.**

Colour and contents may vary from those shown.
Please retain this information for future reference.
Made in Netherlands.



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... of things you know and love



A Game for 2 to 6 Players or 2
teams of any number. Age 12+

LOGO CAN BE PLAYED AS A TEAM GAME OR INDIVIDUALLY.

The Team Rules are great when you have
a mix of younger and older players. It makes
best use of everybody's knowledge.

The Individual Rules are great when you want a
more competitive game.

CONTENTS

Logo Playing Board, 396 Question Cards, 6 Playing Pieces

PREPARING TO PLAY

Unfold the board and lay it on the table. Each player/team
selects a playing piece and puts it on the START space on
the board.

Unwrap the Question Cards and place them back into the
tray with their backs (i.e. the side that shows a picture, Theme
or 'Pot Luck') nearest the players.

QUESTIONS

There are four questions on the front of each card.

The first question is beside the PURPLE square followed
by GREEN, YELLOW and RED.

There are three kinds of Question Card:

- Picture Cards – on which there is a
picture that the questions relate to.
- Pot Luck Cards – on which there are
general knowledge LOGO questions.
- Common Theme Cards – on
which all the answers have
a common theme.

THE BOARD

The board is a path from the outer START space into the
WINNING ZONE in the middle of the board. The path is
made up of spaces that are coloured the same as the
question colours. The first four spaces on the board match
the order of the colours on a card: PURPLE then GREEN,
YELLOW and RED.

After the first four spaces the order of the colour spaces on
the board is random therefore a player/team might only
get one question right and end up ahead of their
opponents who answer two or three correctly!

TEAM RULES

The team with the youngest player plays first. The oldest player
from the other team becomes Question Master (QM) for
the first turn.

Throughout the game people from the 'non-playing' team
take turns at being the QM.

ANSWERING CORRECTLY

The QM takes the first card from the box and asks the first
(purple) question to the playing team. If the question card
is a Picture Card or Theme Card the QM shows the back of
the card (the picture side) to the playing team– whilst
hiding the answers from his own team.

If the playing team answers correctly they immediately
move their playing piece to the first PURPLE space on the
board.

The QM goes on to ask the team the remaining questions
on the card. Each time the team answers a question
correctly they move their playing piece forward to the next
space that matches the colour of that question.

Once the team has answered the fourth (RED) question
correctly and moved their playing piece onto the next RED
space on the board their turn is over and the card is put
into the other end of the box.

ANSWERING INCORRECTLY

If the playing team gets a question *wrong*, the QM asks
the SAME question to the other members of their own
team.

If they get it right they win a bonus move to the next
segment on the board that matches the question colour.

If they don't answer the question correctly the QM reads
out the answer to both teams.

The QM now asks the next question on the card to the playing
team and play continues as above until all the questions on
the card have been asked. This ends the turn and the teams
swap roles for the next turn.

WINNING ZONE

When a team answers a question correctly near the
Winning Zone and there are no spaces left on the path
that matches its colour, the team moves their playing
piece onto the Winning Zone where it stays for the rest of
the game. The team continues their turn if any questions
remain on the current card after they have entered the
Winning Zone.

TO WIN

If a team is the FIRST to move onto the Winning Zone they
must correctly answer either two consecutive questions or
a RED question to WIN (eg. If a team enters the Winning
Zone after answering a GREEN question they need to
answer the remaining YELLOW and RED questions correctly
to WIN – OR if they enter the Winning Zone after answering
a YELLOW question they ONLY have to answer the
remaining RED question correctly to WIN).

If BOTH teams are in the Winning Zone and the playing
team gets a question wrong the QM asks that question to
the members of their own team. If they answer it correctly
then *they* (not the playing team) are asked the next
question. If they answer it correctly they WIN! (*as they have
answered two consecutive questions correctly*). If they do
not answer the second question correctly the QM reads
out the answer to both teams. The QM now asks the next
question on the card to the playing team. Play continues
until one team answers two consecutive questions or a
RED question correctly to win.

INDIVIDUAL RULES

The oldest player acts as Question Master for the first round.

ANSWERING CORRECTLY

The QM takes a card from the box and asks the first
(PURPLE) question to the player on their left (if the card is a
Picture Card the QM shows the picture to the player whilst
reading out the questions).

If the player answers correctly they immediately move their
playing piece to the first PURPLE space on the board. The
QM continues to ask the player the remaining questions on
the card. Each time this player answers a question
correctly they move their playing piece forward to the next
space that matches that question's colour.

Once the player has answered the fourth (RED) question
correctly and moved their playing piece onto the next
RED space on the board their turn is over and the
card is put into the other end of the box.

The role of QM then moves to the
player on the QM's left.

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