

urban myth.

THE TRUTH IS IN HERE.

Inside the box.

Urban Myth consists of a game board divided into four city blocks, six game tokens, six True/Myth voting cards, and a deck of 500 cards divided into six subject categories: Celebrity, Health, Classics, Nature, Business and Crime.

Strange facts and stories that may be true or may be urban myths (there are an equal number of each) appear on the front of the cards, with the corresponding answer and category.

Letters spelling the words M-Y-T-H or T-R-U-E appear on the back. One out of every eight cards is a wild card bearing the Urban Myth logo, which can be substituted for any letter.

How to win.

The objective of Urban Myth is to be the first player to spell either the word M-Y-T-H or the word T-R-U-E by collecting the letters on the back of the game cards. Players earn these letters by correctly stating which tall tales are myths and which are true as they make their way around the board.

How to Play.

When first opening the game, shuffle the deck well to ensure the categories are randomly distributed throughout. Provide each player with a True/Myth voting card.

Each player selects a game token and places it in the center of the board. Play begins with the youngest person, who draws a card from the deck, announces the category and reads the statement printed on the card (without revealing the answer, of course).

After hearing the story, the other players immediately vote with their True/Myth cards. If they believe the story to be true, they place the True side of the voting card face up. If they think the story is untrue, they place the Myth side of their voting card face up. All responses should remain

covered until all players have voted. At this time, they uncover their voting cards and the reader tells them whether or not they are correct, by reading the full answer.

Once the card is completed, players move their game token one square for every correct answer. They can enter any of the four quadrants (or city blocks) on the board where indicated. Players always move in a clockwise direction around the quadrants. More than one player can occupy a square at the same time. If players do not answer correctly they may not move their piece off the center square. They may not collect a letter until their token has left the center square.

If none of the players produces the correct answer on their voting card, the reader advances one square for each incorrect answer. For example, if there are four players and they all get the answer wrong, the reader advances four squares into the quadrant of his or her choice.

The player to the left of the initial card reader now draws a new card (the order of play throughout the game is clockwise), states the category and reads the story aloud. As before, players must decide on its accuracy with their True/Myth voting cards. Throughout the game, players advance one square for each correct answer.

Players must pay special attention to the category their token lands on. If it corresponds to the category of the card being read and they answer correctly, they not only get to move, they also get to keep the card.

If a player lands on one of the Urban Myth 'wild' squares scattered throughout the quadrants and in the center of the board, he or she instantly qualifies to win the card being read, in any category. Whether or not they answer correctly, players can only spend one turn on any 'wild' square. If they answer incorrectly, they advance to the next square. The 'wild' square rule does not apply on the first turn.

If none of the players answer correctly, the reader of the card gets to keep the card in question if his or her token is on a corresponding category or 'wild' square. The reader then advances his or her game token one square for each wrong answer.

How to break a tie.

If more than one player qualifies to keep the letter, the reader draws a second card and repeats the process until there is only one player left. Note that the winner retains only the original card. Subsequent cards drawn to break a tie go to the back of the deck once the play-off is complete.

The first person to collect enough cards to spell either the words M-Y-T-H or T-R-U-E using the letters on the backs of the cards wins the game.