

GO TO THE HEAD OF THE CLASS®

For IBM PC and Compatibles, TANDY 1000, 2000, and 3000, with 256k and CGA

GameTek's Go to the Head of the Class gives the whole family — from kids to teens to adults — the fun and challenge of the original Milton Bradley board game combined with the exciting action, movement and sound effects of computer play. Go to the Head of the Class can be played by 2 to 6 players, or by 1 player versus a computer player or players.

Object of the Game

Answer the questions correctly and be the first to reach the diploma at the head of the Final Exam Classroom.

Operating Instructions

1. At the A> type CLASS.
2. To turn the sound on or off, press the F1 key. Normally, the sound is on.
3. To use a joystick, press the F2 key. Normally, the joystick mode is off.
4. To pause the game to allow the players a break, press the Cntl and the NumLock keys at the same time.
5. To move or answer questions, press the SPACE BAR. In the joystick mode, press the joystick button 1.

Setting Up the Game

1. Each player chooses a playing piece. There are 6 pieces: 3 boys and 3 girls.
2. Choose your playing piece and type in your name beside it. Press ENTER.
3. Type in your age and press ENTER.
4. Select a skill level (Student, Scholar or Graduate). Press the SPACE BAR to make your selection, then press ENTER.
5. The other players then follow steps 2-4.
6. The computer can substitute for 1 to 6 players by entering a "C" for the name, any age you wish the computer to be, and its skill level. (To demonstrate game play for youngsters, ALL players can be entered as "C" and the game will play automatically.)

Understanding the Gameboard

1. The Classrooms:
 - a. There are 8 classrooms on the gameboard, each "teaching" a different subject: Language, Science, Art/Music, History, Literature, Mathematics, Geography, and Final Exam.
 - b. To move ahead (from desk to desk and from classroom to classroom), a player must answer questions correctly in the subject taught in the classroom he/she currently occupies.
2. The Desks:
 - a. Each desk on the gameboard represents a game space. Players move ahead desk by desk, counting each desk as a space.
 - b. The paths and arrows connect the desks and classrooms to form a path. This path begins in the Language Classroom and ends at the Diploma, just beyond the Final Exam Classroom.

The 3 Skill Levels

All questions are divided into levels: Student, Scholar and Graduate. Student questions are recommended for children. Scholar questions are recommended for teenagers. Graduate questions are recommended for adults. However, players are free to choose whichever skill levels they want.

Starting the Game

1. The youngest player goes first and presses the SPACE BAR to roll one die. This moves that player's playing piece from START into the Language Classroom. Count each desk as one space. (Players can move their playing pieces manually by pressing the SPACE BAR before the piece stops blinking, Or they can have the piece moved automatically by letting the blinking stop.) If a player ends a move on an occupied space, he/she moves ahead to the next open space.
2. Other players follow the same procedure as the first player to move into the Language Classroom.

Playing the Game

1. Press the SPACE BAR to roll the dice.
2. Press the SPACE BAR again to bring up the question indicated by the numbers on the dice.
3. Answer the question by pressing the SPACE BAR till you reach the answer you have selected; press ENTER to lock it in.
4. If you answer correctly, move ahead to a new desk space. Movements are determined by your class rank. If your playing piece is ahead of all the others, your rank is 1, or 1st place. If you're next on the board, you're in 2nd place, and so on. Your rank, or place, can change with each move, so always find your rank before moving your playing piece. Your move is always 3 spaces plus your rank.
 - a. If you are in 1st place, move your piece ahead 4 spaces.
 - b. If you are in 2nd place, move your piece ahead 5 spaces.
 - c. If you are in 3rd place, move your piece ahead 6 spaces.
 - d. If you are in 4th place, move your piece ahead 7 spaces.
 - e. If you are in 5th place, move your piece ahead 8 spaces.
 - f. If you are in 6th place, move your piece ahead 9 spaces.
5. If you answer incorrectly, the correct answer will be displayed, and you remain where you are until your next turn. After one incorrect answer in any classroom, you may choose to ask for a Study Hall question on your next turn.

Study Hall Questions

1. If you have answered incorrectly at least once in any classroom (except in the Final Exam Classroom), you may ask for a Study Hall question on your next turn instead of a question in your classroom subject. Study Hall questions include general knowledge questions. The rules for answering them are the same as for classroom subject questions.
2. Once you have used the Study Hall option in a classroom, you may continue to ask for Study Hall questions on each of your turns in that classroom, until you have given enough correct answers to move into the next classroom. Or you can choose to return to that classroom's subject questions.
3. Once you move into a new classroom, you cannot ask for a Study Hall question unless you answer at least one question incorrectly in the new subject.

Desk Colors

1. If you *end* your move on a *red*, *yellow* or *green* desk space, remain there until your next turn.
2. If you *begin* your turn on a *red* desk space and you answer a question correctly, you may jump ahead to the *green* desk space at the head of that classroom. This takes the place of normal movement (3 spaces plus your rank). However, if normal movement would move you past the green desk space at the head of the classroom and ahead into the next classroom, make that normal move instead.

Final Exams

1. The Final Exam Classroom asks questions from all the other classroom subjects.
2. The rules for answering these questions are the same as for the other classroom subjects.
3. In the Final Exam Classroom, you cannot use the Study Hall option.

Winning the Game

The first player to pass the last desk in the final Exam Classroom and enter the Diploma Area wins the game.

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