

MIND THE GAP™

official guide for every generation



Our family loves to play games. We love games so much that we created a company to make our own games!

But one of the challenges is that we like to get EVERYONE involved – from the 90-year-old great-grandparents to the preteen great-grandchildren. And finding a game that we can all play can sometimes be a chore, especially trivia games.

That's why we created Mind the Gap™ – a trivia game for every generation.

SETUP

Players divide up into equal teams. The idea is that the generations work together to make it around the board as quickly as possible. Put at least one person from each generation on each team. Or you can break the groups up by generation, pitting the Boomers vs Gen X'ers vs the Millennials vs Gen Z'ers.

Place the trivia card boxes on their respective squares in the corners of the board and put the Challenge Cards in the middle of the board.

Each team starts on its player piece's colored space: Boomer is khaki, Gen X is red, Millennial is blue, and Gen Z is green.





















GAMEPLAY

Choose a team to go first - youngest, oldest, best looking, whoever rolls the highest - we don't care how you do this.

When on a colored square - including at the beginning of the game - the team may pick the category from the corresponding generation they are currently in. In other words, if you're on the Boomer Start square, your team will select the category from the Boomer generation to answer.

If the team answers correctly, they may roll the dice and move forward the rolled number of spaces, thus ending their turn. They will attempt to answer a question from the category they landed on for their next turn. If the team answers incorrectly, their turn is over, and they must begin their next turn on the same space.

The icons are different for each generation, but the five categories remain the same – TV & Film, Pop Culture, Music, Headlines, and Slang & Slogans.

	Boomer	Gen X	Millennial	Gen Z
TV / Film				
Pop Culture				
Music				
Headlines				
Slang / Slogans				

CHALLENGE CARDS

If the team lands on a space with a star, the team must choose one member to draw a Challenge Card and follow the instructions on the card. Challenge Cards can be from any generation.

If the player accepts the challenge, they have 60 seconds to get their team to correctly guess the Challenge. Have an opposing team use a phone as a timer. If the team correctly guesses the Challenge, they may roll and continue moving forward. If they are unsuccessful, their turn is over and they must attempt another Challenge before moving forward.

The player may also challenge any other opponent to perform the challenge. If the *challenged team* successfully complete the challenge, they earn an extra roll, which they take immediately and begin their next turn from their new spot. The *challenging team* must stay on their square and attempt another challenge on the next turn.

If the challenged team is unsuccessful, the *challenging team* now rolls and moves forward as if they successfully completed the Challenge.

WINNING

The first team or player to make it all the way around the board – through each generation – and back to their colored space is the winner!

Teams do not need to land directly on their colored space to win; they only need to land or pass it to be crowned the Greatest Generation.

HOUSE RULES

If you're playing with friends and none of them are from a particular generation, feel free to disregard that generation. Of course, you can play through it, but you can also slide past it or double-up on another generation.

If you're playing with friends that are all from the same generation, maybe just use that generation's questions.

We want you to have a GREAT time playing, so bend the rules to make it the most enjoyable game possible.

A GOOD TIME WITH FRIENDS & FAMILY IS THE GREATEST THING IN THE WORLD*

*Except for a nice MLT: mutton, lettuce, & tomato sandwich where the mutton is nice and lean and the tomato is ripe. They're so perky, we love that.

NEED EVEN MORE GENERATIONAL FUN?

JUST THE QUESTIONS

expands on the gameplay in this box.

We've added 1000 all-new questions and 50 new Challenges!

Use it as an expansion to this game to keep the good times rollin'.

Or throw it in a bag for instant conversation starters on any road trip, get-together, or reunion.



Hey!

Thank you for picking up one of our games. We can't tell you how much it means to us. Mostly because we don't have your phone number...

We're the Armstrongs and we started SolidRoots because we believe that all people can connect through play.

We're on a mission to help your friends become family and your family friends.



The SolidRoots Team



Chris, Jack, Trinity, & Jen

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Questions? Comments? Concerns? Princess Bride quotes?

hello@solidroots.com // solidroots.com // [@makesolidroots](https://www.instagram.com/makesolidroots)