



Introduction

- Unlike our original OnyaWallaby game this **Tour de Oz** is not a board game. Instead, it is more like a Trivia Quiz where all the questions are about Australiana.
- It is designed to be played in instalments (called stages) over several nights of a family camping trip or a long family trip around Australia.
- We have nicknamed it the **Tour de Oz** because like cycle races such as the Tour de France, it consists of a number of stages. Each stage has a stage winner and there can be a new overall leader calculated at the end of each stage. The winner can receive rewards for their achievements.
- The quiz for each stage is run by a volunteer called the **Quiz Master**. Their job is to read out the quiz questions followed by the answers. They also record players scores on the scoresheet at the end of each question.

- Up to 6 players or 6 teams can participate in the Tour. Every team gets one **Say G'Day** Animal Flyer. It is their passport to participate.
- To answer a Quiz question, a player must be judged by the **Quiz Master** to have been the first to have called out **G'DAY** while holding up their **Aussie Wildlife flyer**.
- It will be a question that initially can only be answered by the player or team with the **Aussie Wildlife flyer** of that animal.
- If the answer is judged to be correct, the player scores one point. If the answer is judged to be incorrect, they player will lose one point.
- At the end of the stage one, a supplementary cycling question worth 3 points will be judged.
- The Stage can be concluded with a 3 point wildlife question, called the **Crikey Question**. This will be in honour of wildlife guru Steve Irwin.
- The wildlife question asked will be about the animal on their **Aussie Wildlife flyer**. If that player or team hesitates, another player or team can call out "**steal**" and answer the question and steal the 3 points.
- There will be a total of at least 25 stages, each in their own mini booklet, with 25 questions per stage. These are also available to download via our website **www.onyawallaby.com.au**
- To get the Tour de OZ rolling, each booklet has a bike question to warm up with worth 2 bonus/start up points. These are on the back page of each Stage Booklet.

- Players are guaranteed a smorgasbord of Aussie topics to choose from. Players can decide how many stages they will play before they call an end to their **Tour de Oz**.
- Players should decide how many of the 25 stages they will complete before they declare an end to the tour.
- One major aim of the **Tour de Oz** is to have a fast game. To that end, the Quiz Master could speed up the game, and, for example, could begin each stage by saying “*Let’s play fast*”.
- One stage should only take 20-30 minutes from start to finish.
- **Enjoy your Tour of Oz!**



www.onyawallaby.com.au