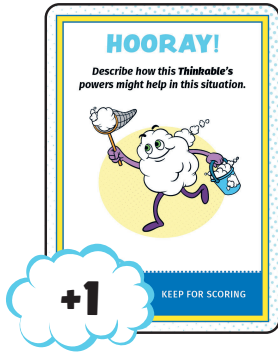


SOAR & SCORE CARD GUIDE

Name: _____



HOORAY!
Describe how this Thinkable's powers might help in this situation.

+1 KEEP FOR SCORING

Thinkable Card

- Describe how the Thinkable's powers might help in the situation on the Deck 1 card.
- Keep card for scoring.
- +1 point for each**

GAME 1	GAME 2	GAME 3



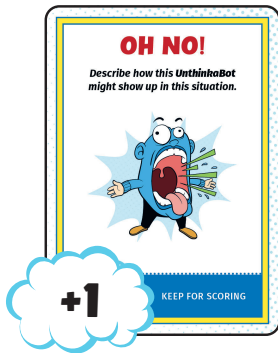
I need help!
If you're unsure of an answer, hold up this card.

+1 DISCARD

I need help! Card

- If you get stuck, hold up the card
- Choose a helper who is holding up their I have an idea! card.
- Discard after turn.
- +1 point if used during game play**

GAME 1	GAME 2	GAME 3



OH NO!
Describe how this UnthinkaBot might show up in this situation.

+1 KEEP FOR SCORING

UnthinkaBot Card

- Describe how the UnthinkaBot might show up in the situation on the Deck 1 card.
- Keep card for scoring.
- +1 point for each**

GAME 1	GAME 2	GAME 3



I have an idea!
Hold up this card if you have a thought or idea that might be helpful.

+1 DISCARD

I have an idea! Card

- Can only use if the active player holds up their I need help! card
- If you have an idea that might be helpful, hold up this card.
- Discard after turn.
- +1 point if used during game play**

GAME 1	GAME 2	GAME 3



Fly to the Superflex Academy
Read out loud:
A player at the basketball court has stolen the ball and won't give it back, so no one can play!
Answer the questions:
1. Name the UnthinkaBot or Bots.
2. What Thinkable powers could be activated?

+2 KEEP FOR SCORING

Superflex Academy Card

- Answer both questions on the card.
- Keep card for scoring.
- +2 points for each**

GAME 1	GAME 2	GAME 3



Runaway Bus
Not again! Topic Twistermeister is flinging the clever TwistaBots out the bus window.
All players fly to the location and work as a team. What Thinkable power might help in this situation to block this UnthinkaBot?

+1 for each Blocker Token DISCARD

Runaway Bus Card

- All players fly to location.
- Work as a team to block this UnthinkaBot with a Thinkable power that might help in the situation on the Deck 1 card.
- Cover the Bot with a Blocker Token.
- Discard card after turn.
- +1 point for each Blocker Token on the board (ALL PLAYERS, same total!)**

GAME 1	GAME 2	GAME 3

Advanced Play Scoring

These cards/scoring rules only apply to Level 3, advanced play.



I need help! & I have an idea! Cards

- MUST use during the game or lose 1 point for each unused card. Write score in above.
- +1 point for each used card**
- 1 point for each unused card**



Woof Wild Card

- Make up your own UnthinkaBot, Bot, or Thinkable.
- Answer the three bullets on the card.
- Keep card for scoring.
- +2 points for each**

SUPER SCORE

Total up all points from each card for your Super Score!

GAME 1

GAME 2

GAME 3