

### Whatever Next! contents

- 1 game board
- 6 playing pieces
- 50 activity cards (blue)
- 50 acting/mining cards (red)
- 18 chance cards (orange)
- 1 die

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First published 1989

New edition 1997

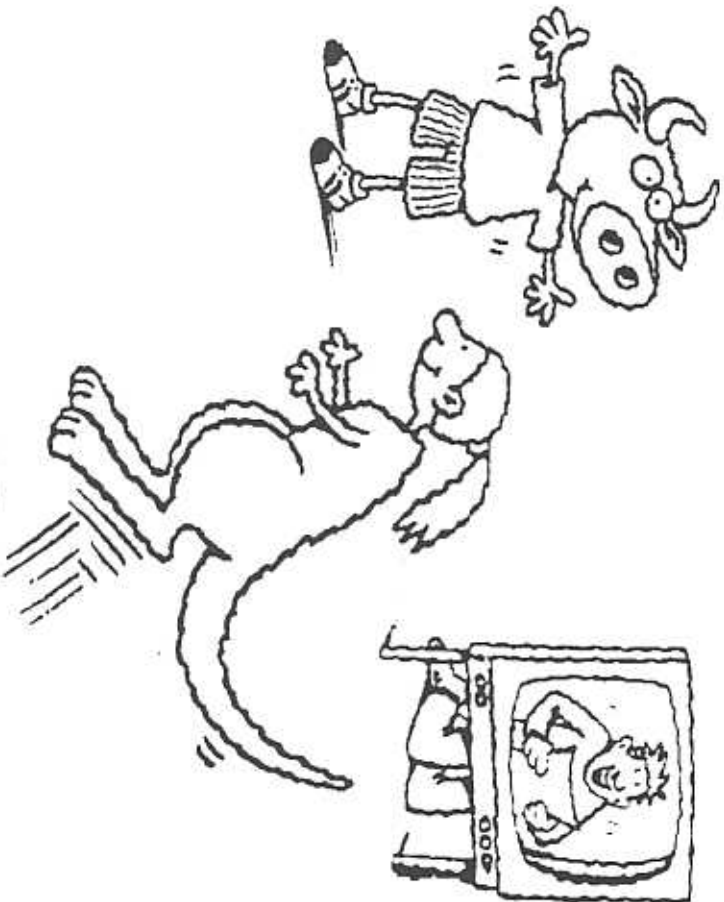
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# WHATEVER NEXT!

The hilarious game that gets you  
doing the strangest things





Whatever Next! is a game which can be enjoyed by all ages, develops communication skills and self-confidence – and above all creates a lot of hilarious moments.

The object of the game is to move along the track, completing various tasks and challenges along the way. The first player to reach the end is the winner.

### How to play

- 1 Sort the cards into three piles – red, blue and orange – and shuffle each pile.
- 2 Each player chooses a playing piece and places it at the start. All the players roll the die and the player with the highest score starts.

3 The first player rolls the die and moves their piece forward according to the number shown. If the square they land on is green, they simply stop there and play passes to the next player. If the square they land on is red, blue or orange, they pick up a matching card from one of the piles.  
The different colour cards have different types of instructions:

- Red:** acting or miming  
**Blue:** activity  
**Orange:** chance – move to another square/ miss a turn/ have another turn

4 On the red and blue cards there are two sets of instructions. These are graded at two different levels of difficulty with 'A' instructions being easier than 'B'. The levels can be used in two ways:

- either
- players agree before beginning the game, which level each person is going to attempt,

or

- players have to choose level 'A' or 'B' on each turn and before turning over their card.

5 When a player has completed a task from one of the cards and has made a really good attempt, they are rewarded by moving forward two squares. If they are unable to do the task then they stay where they are.

Players should aim to be fair as they decide whether a task has been successfully completed – remembering not to be too harsh as they will be judged by the other players when it is their turn!

6 The first player to reach the end of the board is the winner.

