Number of players
- Two (2) to four (4) players
- It is possible to play with more than four (4) players, but the game would be longer.

The rules of the game
- To start, each player rolls the die (or spins the wheel). The player that gets the highest value is the 1st to play.
- Each player's pawn is placed on the game logo at the bottom left.
- The first player rolls the die (or spins the wheel) and moves the number of steps (squares) equivalent to the value.
- The player takes a *Hypothetika* game card. He must then formulate a hypothesis taking into account the constraint associated to the colour on the card. He must also justify his hypothesis using a relationship marker (because, since, due to).

> **A hypothesis is not THE right answer to the question.**
> It is a tentative statement to be experimentally tested.

- If a majority of the other players judge that his hypothesis is valid and respects the constraint, the player receives a scoring piece. The piece matches the colour of the constraint.
- Each player gets a turn to roll the die, move their pawn and formulate a hypothesis.
- If the pawn falls on a square with another player on it, he skips his turn.
- To win the game, a player needs five (5) scoring pieces of different colours.
- During the game, the students must be attentive, rigorous and fair in their judgement. An unresolved conflict between players and requiring an adult's intervention will result in the players involved losing a scoring piece.