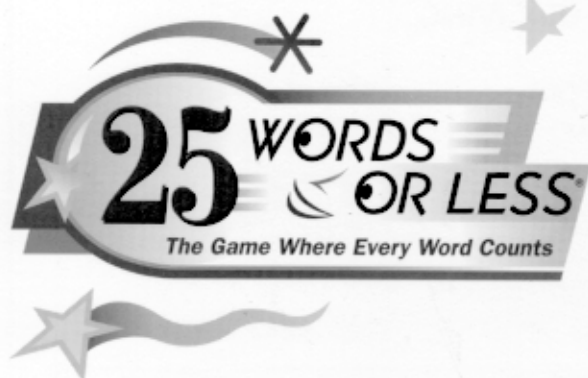




For 4 or more players in teams
Ages Adult

OBJECT

You've got one minute. In twenty-five words or less, get your teammates to say the five words on your card. If you do, your team wins the card. If not, your opponents win the card. Win ten cards and you've won the game.

CONTENTS

word cards • card box • one-minute timer
• gameboard

SETUP

1. Place the gameboard in the center of the table. Count out 19 cards from the card box, sight unseen, and place them facedown in a pile on the gameboard.
2. Divide into two teams. Each team needs at least two players, although teams do not need to be of equal size.
3. Each team selects one player to be the clue-giver for the first round.
4. Choose to use either the blue words or the magenta words on the cards throughout the game.
5. The clue-giver from Team A draws the top card from the pile. The two opposing clue-givers study the words on the card for a moment, being careful not to reveal the words to any of the other players.
6. The clue-givers, starting with the clue-giver who drew the card, now bid for control of the card. Bidding begins at 25 clue words or less. The player who bids the lowest wins control of the card.

EXAMPLE OF BIDDING FOR A CARD

Team A clue-giver says: "I can do this card in 25 words."

Team B clue-giver says: "Well I can do this card in 24 words."

Team A clue-giver says: "Oh yeah? I can do this card in 19 words."

Team B clue-giver says: "Okay, I pass. You've got 19 words to do it in."

7. Team B's clue-giver (who didn't win control of the card) is now the judge.
8. The judge takes the timer and places it on the gameboard number that matches the clue-giver's bid. In this case, 19.
9. You are now ready to play the first round of the game.

GAMEPLAY

Each card represents a round of play.

The judge turns over the timer and the clue-giver begins to give word clues to his team.

THE JUDGE

- Moves the timer one space for each word the clue-giver says. Be sure to count every word the clue-giver says, even if the clue-giver repeats words already spoken.

RULES FOR THE CLUE-GIVER

- You should give concise clues to help your teammates guess each word. See "EXAMPLES OF CLUE-GIVING."
- You are not allowed to say "rhymes with" or "sounds like."
- You are not allowed to use gestures that suggest the answer word. For example, you cannot point to your lips to convey the word lipstick.
- You are not allowed to use any part of the answer word as a clue. For example, you cannot say "fights fires" to convey fireman.
- You are not allowed to use abbreviations, like NFL, MGM, or AT&T.
- You may sing your clues and use different tones of voice or inflections.
- You may jump back and forth between the five words on the card. You do not have to do the words in order. Note: Teammates who are guessing clues can all shout out answers simultaneously. It is not necessary for teammates to take turns when guessing.
- When the timer reaches the zero space, you must stop giving clue words. If you say more words than bid, the opposing team wins the card. Note: If time remains, your teammates may continue to shout out guesses.

EXAMPLES OF CLUE-GIVING

Using 25 Clue Words

bouncy animal with baby in pouch
 twelve people together at trial
 planes take off from here
 green leafy salad vegetable
 person who fills your teeth

Answer Word

kangaroo
 jury
 airport
 lettuce
 dentist

Using 11 Clue Words

Australian mammal
 decides verdict
 Chicago's O'Hare
 Romaine or Boston
 tooth doctor

ENDING THE ROUND

The round ends in one of three ways:

1. The clue-giver's team guesses all five words on the card before the timer lands on zero or runs out of time. The clue-giver's team wins the card.
2. The timer runs out of time before the clue-giver's team guesses the five words. The judge's team wins the card.
3. The clue-giver gives too many clues or an illegal clue. The judge's team wins the card.

STARTING THE NEXT ROUND

Choose a different player on each team to be the clue-giver. Draw a new card, bid and play as you did in the first round.

WINNING

The first team to accumulate ten cards wins the game.

SHORTER GAME

If you want to play a shorter game, draw nine cards. The first team to accumulate five cards wins the game.

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