

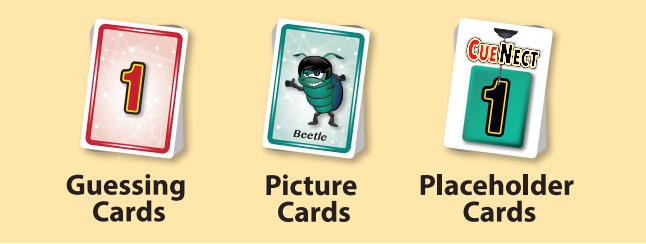


**CONTENTS:**

**GUESSING CARDS:** 36, (Sets of Six, Red, Green, Yellow, Orange, Blue, Purple)  
**PICTURE CARDS:** 66  
**RULE REFERENCE CARDS:** 2  
**PLACEHOLDER CARDS:** 6

**GAME SETUP:**

Separate cards into 3 piles (Guessing Cards), (Picture Cards), and (Placeholder Cards).



**Step 1:** Lay the placeholder cards in the center of the table, ordered 1-6 as shown at the top of the next column.



**Step 2:** Take 6 picture cards and place them under the placeholder cards as shown above.

**Step 3:** Separate the guessing cards by color as shown below. Each color should have guessing cards numbered 1-6. Give each player their own (colored) guessing deck.



**OBJECT OF THE GAME:**

To score points by creating or deciphering one-word clues that connect to one of the six picture cards in play.

**GAME PLAY:**

Choose one player to start as the Clue Giver. All other players are Clue Receivers. In subsequent rounds the Clue Giver rotates clockwise.

**Clue Givers Turn:**

**Step 1: Choose a picture card (*Secretly*):** The Clue Giver secretly chooses one of the six picture cards on the table.

**Step 2: Give a one-word clue:** The Clue Giver provides a single word clue that's related to the chosen picture. This clue should be challenging but understandable by most players.

**Step 3: Place Guessing Card:** The Clue Giver places a guessing card face down on the table to indicate which picture they chose. (*e.g., placing guessing card number 3 indicates choosing picture card 3.*)

**Clue Receivers Turn:**

Each Clue Receiver analyzes the one-word clue and secretly chooses the picture card they think the clue refers to. Clue Receivers then place their guessing card face down in front of them, indicating which picture card they believe matches that clue. (*e.g., Placing guessing card number 3 indicates that you think the clue relates to picture card number 3.*)



Once all Clue Receivers have laid their guessing cards face down, the Clue Giver flips their guessing card face up to reveal which picture card they chose. The Clue Receivers then flip their guessing cards face up, one by one, to reveal if they guessed correctly or incorrectly.

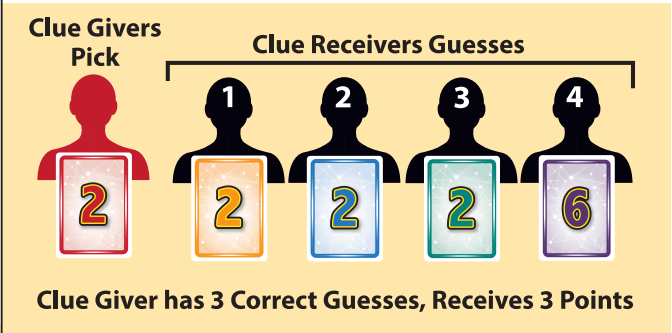
**STANDARD SCORING:**

**Clue Receivers:**

Each time you guess a clue correctly, you get **1 point**.

**Clue Giver:**

If everyone guesses your clue correctly you get **0 points** (it was too easy!) Otherwise, you get **1 point** for each player that guesses correctly.



**KEEPING SCORE:**

Every time someone scores a point (Clue Giver or Clue Receiver), you take a picture card from the table (slots 1-6) to remember your points. If the Clue Giver gets more than 1 point, they

grab 1 picture card for each point they scored. If there are no more picture cards on the table, take them from the top of the picture card deck.

### New Round:

After everyone scores, fill in any empty slots 1-6 on the table with new cards from the picture card deck.

Make sure slots 1-6 are filled before starting a new round.

The player to the left of the Clue Giver becomes the new Clue Giver for the next round. Everyone else becomes a Clue Receiver.

The Clue Giver role keeps moving clockwise after each round.

### In Summary:

Guess the clues correctly to score points. Use picture cards to keep track of your score. The Clue Givers role keeps changing, so everyone gets a turn to create clues!

### TO WIN:

When there are not enough picture cards available to fill all spaces 1-6 on the table the game is over. **The player with the most picture cards is the WINNER.**

### ADVANCED "BID" SCORING:

**(Optional)**

If you are looking to add another level of fun to the game, you can try advanced "bid" scoring.

### Clue Giver Bid:

The Clue Giver gives a one-word clue. Then predicts how many people will guess it correctly (their bid). (e.g., *1 bid 2 people will guess my clue correctly and my one word clue is "Moose."*)

### CLUE GIVER SCORING:

#### Correct Bid:

If their bid matches the number of players that guessed correctly, the Clue Giver gets 1 point per person who guesses it right.



#### Under Bid:

The Clue Giver gets 1 point per correct guess up to their bid. (e.g., *bid 2, 3 people guess correctly = 2 points*)

#### Over bid:

The Clue Giver gets 0 points if fewer people guess correctly than their bid (*punishment for overestimating!*)

#### Clue Receiver Scoring:

Each time you guess a clue correctly, you get **1 point.**

## 3 & 2 PLAYER VARIATIONS:

### 3 PLAYER VARIATION

Pick one player for each of the following roles.

**Picture Card Chooser:** Picks 3 secret picture cards.

**Clue Giver:** Gives a one-word clue attempting to connect the 3 chosen picture cards.

**Clue Receiver:** Guesses the 3 picture cards based on the one-word clue.

*(Every turn all players will switch roles.)*

### GAME PLAY:

**1. Choosing Cards:** The Picture Card Chooser secretly picks 3 picture cards they think will be difficult to describe in one word. Then they select the corresponding guessing cards and hand them face down to the Clue Giver.

**2. Giving Clues:** the Clue Giver looks at the guessing cards and gives a one-word clue (**out loud**) attempting to connect all three picture cards.

**3. Guessing:** The Clue Receiver guesses one by one which picture cards the one-word clue was for and keeps guessing until they guess incorrectly, or all 3 picture cards are identified.

### SCORING:

**Correct Guess:** Both Clue Giver and Clue Receiver score 1 point each per correct guess, for a maximum of 3 points each per round.

**Incorrect Guess:** The Clue Giver and Clue Receivers turn is over.

**Clue Choosers Bonus:** If neither Clue Giver nor Clue Receiver scores a point, The Picture Card Chooser gets 3 points. (*Bonus for choosing difficult picture cards*)

**Rounds:** Play for 9 rounds. (*Each turn is a round.*)

**Winner:** The player with the most points at the end of the game wins.

### 2 PLAYER VARIATION: (Cooperative)

Played and scored the same way as the 3-player variation, but there will be no Picture Card Chooser. Picture cards will be chosen at random. Shuffle an unused guessing card deck. Have the Clue Giver draw the top three guessing cards to indicate the 3 picture cards chosen for each round. The two-player game is a cooperative game, both players are working together to connect as many clues as they can. Play 9 rounds and then add up your score. A perfect game would be a score of 27.

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