



CONTENTS: 220 CARDS, TALLY WHEEL, RULES

Note: Players will need to procure paper and pens to write down responses and keep score.

OBJECTIVE

Be the first to reach 50 points. (For a shorter game agree on a lesser total, like 30 points).

Players win points by guessing each other's answers.

STARTING THE GAME

The cards are double sided. Agree which side you are using for this game, the **red side** or the **yellow side**. Any player takes a card from the box and reads out the incomplete statement. For example it might say: 'I would like to travel back in time to meet...'

Every player has to secretly devise an ending to the statement. Think creatively - an instant answer may be too obvious and easy for everyone to guess. Do not share your answer.

THE WRITER

The first player to commit to their answer shouts "Ready!" and secretly writes down their ending on their paper, before turning it over to hide what is written. This player now sets the tally wheel to 10 and chooses one of the other players to be their Guesser.

The Writer's job is to help the Guesser surmise the answer before the other players figure it out. The Writer may give clues, if asked, or answer questions, but they may not use any of the words in their answer. If they do so their turn ends and they lose 5 points.

THE GUESSER

The Guesser's job is to correctly guess the ending that the Writer has written down. They have 10 opportunities to guess the answer, or do one of the following:

1. Ask the Writer for a clue - this should be short and to the point.
2. Ask the Writer a question - but answers can only be "Yes", "No", or "I can't answer that".

The tally wheel is turned down by 1 point each time the Writer gives a clue, the Guesser asks a question, or the Guesser makes an incorrect guess.

It is in the Writer's interest to help the Guesser get to the correct answer as quickly as possible. The fewer clues, questions and guesses needed, the higher the potential score.

While the Writer is giving hints and the guesser is asking questions - the other players need to listen in and see if they can "intercept" the answer.

THE INTERCEPTORS

An Interceptor may not ask any questions, but they can guess the answer. If an interceptor player believes they have the correct answer before the Guesser gets to it, they should call the answer out. However, each player can only intercept once per answer, so be certain. No points are lost for wrong answer.

GETTING THE ANSWER

As soon as either the Guesser or one of the Interceptors comes up with the correct answer (all key words correct), the Writer must reveal the answer on their paper. If no correct answer is called before the tally wheel is turned to 0, the correct answer is revealed and no-one scores any points.

SCORING

INTERCEPTOR: If an Interceptor calls the correct answer before the Guesser they score 5 points. No other player scores any points.

WRITER and GUESSER: If the Guesser is first to the correct answer, there is an opportunity for either the Guesser or the Writer to win the points shown on the tally wheel.

Only one player, however, can win the points! To decide who is awarded the points, the Writer and Guesser play a game of Rock, Paper, Scissors, the winner taking all the points. (The loser gets nothing.)



Rock blunts Scissors
to win

Scissors cut Paper
to win



Paper wraps Rock
to win



CONTINUING THE GAME

At the end of a turn the Writer becomes the next Guesser. The same statement is read out again as a reminder. Any of the players who has not yet been a Writer for the card in play calls "Ready!" when they have thought of their own ending to the statement on the card. Give the new Writer the tally wheel and remember to turn it back to 10.

The round continues until all players have had a chance to be a Writer for the card in play.

NOTE: Writers may not repeat answers. If they cannot think of a different answer, they lose their turn and 5 points.

STARTING A NEW ROUND

A new round is started by drawing and reading a new card. All players secretly think of an ending to the statement and a new round begins.

WINNING THE GAME

The winner is the first player to reach 50 points. (For a shorter game agree on a lesser total).