



## Rules of Play

Ages 13 to Adult  
For 2 or More Players/Teams

**THE OBJECT OF THE GAME** is to find the Answers to the Clues on the cards. You move your game piece along the purple track when you solve a Clue, and the first player/team to reach the FINISH square wins the game.

**GETTING STARTED:** How do you wish to play? If there are 3-6 players, you compete directly against each other *in a race* to solve Clues before time runs out. This is the format described under *Gameplay* (note: if there are only two players, or if you want to compete as two teams, follow the rules below but see the *Notes on Gameplay* at the end).

Each player selects a game piece and places it on the START square, and then carefully takes their *own card* from the card box, making sure that opposing players don't see the Answers. Place the cards face down for now.

**ABOUT THE CLUES AND ANSWERS:** The Clues and Answers are related in a very straightforward way. Think in terms of linking together phrases, expressions and the names of things. If the Clue is 'Ripple', say 'Effect'. If the Clue is 'Inferiority', say 'Complex'. If the Clue is 'Teacher's', say 'Pet'. *The Clues are designed to prompt very quick responses (often within a second or two), so you have to think extremely fast! All Answers consist of just one word.*

## GAMEPLAY

It's all about reading and solving clues! A fuller description will follow, but here's a snapshot of what to expect:

*You will be reading out all 7 Clues found on your card, one at a time, to the opposing players to solve, and the opposing players will do likewise with the 7 Clues on their cards. Players alternate reading out each Clue, starting with Clue 1 and finishing with Clue 7.*

### (1) THE INITIAL CLUE READER...

Ready? Choose the initial Clue Reader to start things off (it doesn't matter who it is, since players alternate in this role). Then when the other players are set, they say "clue us in".

That's the signal for the Clue Reader to read out **Clue 1** from their card, and flip the 10-second timer over. All other players now race to guess the Answer. They may shout out as many answers as they wish, and do so simultaneously (no time to be shy). The Clue Reader monitors these answers and keeps an eye on the timer.

The first player to say the Answer before time runs out moves their game piece ahead **3 spaces** along the board's **Purple** track. But if the Clue isn't solved in time, the Clue Reader has the chance to get creative *by making up one sentence to place the Clue in context*. The Clue Reader has a short period (about 20 seconds) to mull things over before saying the sentence aloud and flipping the timer over again for an additional 10 seconds.

**Tip:** Phrase your sentence so that the Answer would seem to appear at the very end (but be careful not to say the Answer by mistake).

**For Example:** If the Clue is 'Freak', your sentence might be: "I twisted my ankle as a result of a **freak...**", letting the sentence trail off and leaving the Answer blank (in this case it's 'Accident'). If the Clue is 'Sentimental', your sentence might be: "I can tell that these old photos are of great **sentimental...**", again letting the sentence trail off and leaving someone to guess the answer ('Value').

If a player solves the Clue with the help of the Clue Reader's sentence, then that player **and** the Clue Reader each get to move their game piece **2 spaces** (they both benefit). By potentially 'sharing in the spoils', the Clue Reader has an incentive to come up with the best possible sentence to place the Clue in context (so put on your thinking cap).

But if the Clue still isn't solved even with the help of the sentence, the Clue Reader reveals the Answer and no one moves their game piece. *This Clue Reader's turn is over for now, and they put their card FACE DOWN in front of them.*

### (2) ON TO THE NEXT CLUE READER, ETC...

Moving clockwise, the player to the left of the initial Clue Reader becomes the **new** Clue Reader, and the former Clue Reader joins the other players in trying to answer the Clue that will be presented.

The new Clue Reader now picks up their *own card*. When the other players are set - and say "clue us in" - the Clue Reader reads out **Clue 1** and flips the timer. **Just as before:** all of the other players race to be the first to solve the Clue in time and, if no one guesses the answer, the Clue Reader makes up a sentence to place the Clue in context, then flips the timer over again, etc. This Clue Reader's turn then ends, and they also put their card face down.

The next Clue Reader (always moving clockwise), reads out **Clue 1** from their *own card*, and so on until everyone has assumed the role of Clue Reader and presented Clue 1 from their respective cards.

### (3) AND THEN BACK AGAIN, FULL CIRCLE...

After everyone has finished presenting Clue 1 from their own cards, the player who started the game as the initial Clue Reader now becomes the Clue Reader again and presents **Clue 2** from their same card (the one used to present Clue 1 earlier) for the other players to solve. Then once every player has presented Clue 2 from their own cards, they alternate taking turns presenting Clue 3, then Clue 4, etc, *until everyone has presented all 7 Clues from their cards (unless someone reaches the Finish Square beforehand, which might happen).*

All cards then get placed back in the card box and *each player takes a new card*. Play begins the same way as before: the first player reads out Clue 1 from their new card for the others to solve, etc.

**\*The first player to reach the FINISH Square wins the game.\***



## NOTES ON GAMEPLAY

### a) Tips for Solving a Clue:

Since the game is about lightning quick responses, say what comes to mind right away. Many Clues will likely trigger an *instantaneous* response, and you may be shouting out an answer within the first second or two - hesitating for even a split second might cause you to lose out to someone else! It is, after all, a *race against other players*.

If you can't think of an answer immediately, try adding 'The' or 'A' before the Clue. For example, if the Clue is 'Last' and you insert 'The' beforehand, you may have an easier time guessing 'Straw' (*The Last Straw*). If the Clue is 'Sorry', adding an 'A' may help you guess 'Sight' (*A Sorry Sight*).

### b) If the Clue Reader 'Messses Up':

If the Clue Reader fails to come up with a sentence containing the Clue to present to the other players (in roughly 20 seconds), not only do they miss the opportunity to potentially win some points (if someone had guessed the right answer based on that sentence), but they also get penalized: they must move their game piece *backwards 2 spaces* on the board, *while all of the other players move their own game pieces ahead 2 spaces*. The same penalty applies in the case where the Clue Reader inadvertently blurts out the answer while saying their sentence aloud, or in any other situation where the Clue Reader fails to perform the 'sentence-giving' role properly, as judged by a majority of the other players. Note: coming up with a 'bad' sentence doesn't count as a 'failure' in this respect (i.e. the Clue Reader doesn't get penalized): as long as the Clue Reader comes up with a sentence in time, they have fulfilled their role.

### c) Additional Notes for the Clue Reader:

(i) If the Clue you are about to present might confuse the other players because it has two or more possible spellings (eg. 'Air' or 'Heir'), you need to spell it out for the other players.

(ii) You have some flexibility with the answers that are shouted out - use your judgment if one is 'close enough' to the answer on the card.

### d) Two Answers to a Clue:

Two words may sometimes appear in the Answer line on a card separated by a forward slash. For example, for the Clue 'Hostile' you might see 'Reaction/Reception' written in the Answer line, in which case either answer (Reaction *or* Reception) is correct (you don't have to say both).

### e) Head-to-Head Gameplay for Two Players or Two Teams:

The above Gameplay is the same even if there are two players, or if you wish to play as two teams, except that you use a head-to-head format. So while one player/team reads out a Clue, or a sentence placing the Clue in context (after the initial 10 seconds), the other player/team trying to solve the Clue is racing against the timer only.

### f) Shorter Version of Game - 'Quick Play':

If you are pressed for time, try the Quick Play version: the player who is furthest along the board after everyone has presented **one** full card of Clues (i.e. 7 Clues per person) wins the game.

Enjoy the Game!



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