



Rules of Play

Ages 14 to Adult
For 2 or More Players/Teams

HOW TO PLAY 'IN A NUTSHELL':

The game is all about trying to guess what players are up to. One player acts as 'Presenter' each round and reads a Question from the card - 'What Am I Wearing?', 'What Am I Holding?', etc. The other players try to find the answer by asking their *own questions* to the Presenter to narrow down the possibilities, and by rolling the die to get Letter Clues. The first player to find the Answer wins the round and moves their game piece on the board. Play alternates this way after each round, and the first player to reach the FINISH space wins the game. A fuller description follows below.

GETTING STARTED:

(a) The rules below are for **three to five players**. A **sixth player** can either team up with one of the other five players, or else everyone can divide into teams. You can also divide into teams if there are **more than six players**. To play as teams, or if there are only **two players**, follow these same basic rules but see the 'Notes on Gameplay' at the end.

(b) Players should be seated around the gameboard so that everyone has a 'Letter Clues Grid' in front of them, along with four round token chips - leave any extras in the game box. (If there is a fifth player, this person simply shares a Letter Clues Grid and token chips with someone else, but otherwise plays completely independently and takes their own turn during each round.) These token chips help you keep track of the Letter Clues as they are revealed during the round, as you'll soon see.

(c) Every player (including a fifth player, if applicable) selects their own game piece and places it on the START space. They then take turns rolling the die to select the Presenter for the opening round (highest roll).

ABOUT THE CARDS:

The cards have Blue Sides and Red Sides. *The Blue Sides form the main set you play with* (use the Red Sides - the secondary set - only after you have gone through all the Blue Sides). There are 320 card sides or rounds of play in total.

Each card side shows one Question along the top in a bubble caption ('The Presenter's Question'), with the Answer directly below. **All Answers contain six letters, and each letter appears above a corresponding die on the card:** the first letter in the Answer is above the '1' die, the second letter is above the '2' die, the third letter is above the '3' die, etc.

GAMEPLAY

(1) THE PRESENTER'S QUESTION FOR THE ROUND...

The Presenter carefully takes a card from the card box and reads the 'Presenter's Question' for the round aloud (without inadvertently showing or disclosing the Answer). The Presenter then turns to the first player (to the Presenter's left) and says "ask me anything".

*Note: The Presenter's Question tells the Presenter what role to assume for the round. They may have to pretend that they are somewhere (if the question is 'Where Am I?'), or eating something ('What Am I Eating?'), or doing something ('What Am I Opening?'), etc. **Play the role and enjoy yourself!***

(2) PLAYERS ASK THEIR OWN QUESTIONS...

Now for the fun part. If you are the First Player, you get to ask the Presenter *any one question of your own*, as long as it is framed to elicit a 'Yes' or 'No' reply (otherwise, the Presenter should say "That's not a valid question - try again"). So if the Presenter's Question is "What Animal Am I?", you could ask: "Do you live in Africa?", or "Are you a carnivore?", or "Do you have fur?", etc. But you may not ask a question such as "How much do you weigh?" since it can't be answered 'Yes' or 'No' (instead, you may ask "Do you weigh more than a dog?").

If the Presenter answers 'No' to your question, your turn is over and play passes to the next player (the person on your left).

But if the Presenter answers 'Yes' to your question, you get to roll the die for a Letter Clue. If you roll a '1', the Presenter reveals the *1st* letter in the Answer (above the '1' die on the card). So if the Presenter says "the 1st letter is 'S'", look at the "1st Letter" section on your Letter Clues Grid and place one token chip over the letter 'S' (*the other players trying to guess the Answer do likewise*). Similarly, if you roll a '4', the Presenter reveals the *4th* letter in the Answer (above the '4' die on the card): If the Presenter says "the 4th letter is 'L'", look at the "4th Letter" section on your Letter Clues Grid and place one token chip over the letter 'L' (*again, the other players do likewise*).

After you receive your Letter Clue, you (and only *you*) get to make **one guess** as to what you think the Answer is. If you're right, this round is over and you move your game piece **one space** along the board. But if your guess is wrong, or you don't have a guess at all - as is almost always the case at the start of the round - play passes to the Second Player.

The Second Player then asks *one question requiring a 'Yes' or 'No' reply from the Presenter*. If the answer to their question is 'No', their turn is immediately over and play passes to the Third Player. But if the answer to their question is 'Yes', they too roll the die for a Letter Clue and then get one guess as to the Answer (and move their game piece one space if they're right - otherwise it becomes the Third Player's turn).

***In short:** If the Presenter says 'No' to your question, your turn ends. But if the Presenter says 'Yes', you get to 'Roll and Guess' - roll for a Letter Clue and offer a guess (if you have one) as to what the Answer is.

(3) WINNING THE ROUND...

The round continues clockwise, with players taking turns asking their one question - and rolling for a Letter Clue if the Presenter says 'Yes' - until someone guesses the Answer on the card (so each player may have many chances to ask the Presenter a question). As more questions get asked and more Letter Clues are revealed, the Answer becomes more apparent.

Example. The Presenter reads out the question 'Where Am I?' on the card.

First Player's question: 'Are you in a city?' (Presenter says 'Yes')

First Player rolls a '6' (Presenter says 'The 6th letter is 'R')

Everyone places a token chip over the 'R' in the '6th Letter' section

First Player says: 'I don't have a guess yet'

Second Player's question: 'Are you in the U.S.?' (Presenter says 'Yes')

Second Player rolls a '4' (Presenter says 'The 4th letter is 'V')

Everyone places a token chip over the 'V' in the '4th Letter' section

Second Player says: 'No guess yet'

Third Player's question: 'Are you on the east coast?' (Presenter says 'No')

Third Player **doesn't** get to roll for a Letter Clue or take a guess.

Fourth Player's question: 'Does it have cold winters?' (Presenter says 'Yes')

Fourth Player rolls a '1' (Presenter says 'The 1st letter is 'D')

Everyone places a token chip over the 'D' in the '1st Letter' section

Fourth Player says: 'I think I know the answer. Is it DENVER?'. Presenter says 'Yes'. **Fourth Player wins the round and moves game piece one space.**

(Note: This was a quick example, but you get the idea.)

A player's Letter Clues Grid would look like this by the time the Fourth Player guessed the answer.

Keep track of the LETTER CLUES by placing chips on the spaces below:

ABC	ABC	ABC	ABC	ABC	ABC
D					
E					
F					
G					
H					
I					
J					
K					
L					
M					
N					
O					
P					
Q					
R					
S					
T					
U					
V					
W					
X					
Y					
Z					

1st Letter 2nd Letter 3rd Letter 4th Letter 5th Letter 6th Letter

(4) WINNING THE GAME...

After the winner of the round has moved their game piece ahead one space, the Presenter places the card at the back of the card box and the next round begins. Moving clockwise, the player who went first during the opening round ('The First Player') becomes the new Presenter, and the Presenter in the opening round joins the other players in trying to guess the Answer in the second round. Play continues with everyone alternating as Presenter after each round until someone reaches the Finish space to WIN THE GAME!

NOTES ON GAMEPLAY

a) Asking the Right Questions: That's the key to the game, and you'll get the hang of it soon enough. There are always questions you can ask, even if they're not obvious at first. If the Presenter's Question is *What Am I Eating?*, you can ask: 'Do you need a fork?', 'Is it a vegetable?', 'Did you have to cook it?', 'Is it on a plate?', etc. You may have to get creative, but that's half the fun!

b) Answers That Aren't 'Yes' Or 'No': There will be times when the Presenter won't be able to answer a perfectly valid question posed by a player in a strictly 'Yes' or 'No' manner, either because they don't know the answer to the question for certain or because of some other factor. In such cases, they should answer 'I'm Not Sure', 'Maybe', 'Sometimes', etc, and the Player who asked the question **doesn't** get to roll for a Letter Clue (their turn ends).

c) Rolling The Same Number: At some point during the round, a player will likely roll a number that has previously been rolled (either by themselves or by another player), which means that this Letter Clue has already been revealed by the Presenter. In this case, the player doesn't get to roll again, but they still get to take a guess as to what the Answer is.

d) Maximum Of Four Letter Clues: Once the Presenter has revealed any four letters in the Answer - i.e. given four Letter Clues to the players - they collect the die (so players can't simply roll the die until all 6 letters in the Answer are found). When/if that point is reached during a round, the players continue to take turns asking one question to the Presenter (but no longer roll the die for a Letter Clue), until they find the Answer. ***Note: **If you want to make the game more challenging**, allow for only 3 letters in the Answer to be revealed before the Presenter takes the die to discontinue rolls for Letter Clues.

e) The 'Originality' Rule: Once any player asks the Presenter a question, that same question may not be asked again - by *anyone* - during the rest of the game. So if the Presenter's Question during a round is *Where Am I?*, and someone asks 'Are you in Europe?', that same question ('Are you in Europe?') can't be asked in a later round where the Presenter's Question might happen to also be *Where Am I?* (or similar). Instead, try *Is it across the Atlantic?*, etc. Be original!

f) Stumped?: If a player can't think of a question to ask the Presenter, or hesitates for more than 10 seconds when it's their turn to ask a question, their turn ends and play passes to the next person. But if two players in a row fail to come up with a question for the Presenter, or hesitate too long, the round is over and the Presenter 'wins' (and gets to move their game piece ahead one space).

g) Gameplay for Two Teams or Two Players: If players wish to divide into two teams in a head-to-head format, each team alternates after each round in their roles as 'Presenting Team' and 'Answering Team'. The 'Presenting Team' reads out the question on the card. The 'Answering Team' then gets to ask *seven questions*, rolling the die for a Letter Clue after each question that is answered 'Yes'. If they correctly guess the Answer during their turn, they move their game piece ahead one space; otherwise, the Answer gets revealed but this team's game piece stays where it is. The teams then switch roles. The same format applies if only two people are playing.

Enjoy the Game!



WARNING:
CHOKING HAZARD - Small parts. Not for children under 3 years.

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