

Object

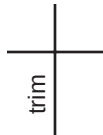
To be the first team to complete all categories: Movies, Books (which includes novels, non-fiction, children’s books, plays, poems, and musicals), Songs, and Sayings & Quotations (famous quotes, everyday sayings, proverbs). In a game with three or more teams, to complete a category a team must solve two clues in that category; if you are playing with only two teams, you must solve *three* clues per category. Answers have additional information in parentheses such as the author’s or singer’s name (included free of charge!), which you don’t have to guess.

Play

Choose teams of two or more players. Decide which team goes first (suggestion: the team with the player who has the next birthday starts). In order to allow stealing, it is most fun to play with at least three teams.

In a game with three or more teams there are three active teams on each turn: the Guessing Team, the Reading Team and the Stealing Team. The Guessing Team rolls the die. The die will either specify a category or show a smiley or frowny face. The team to the Guessing Team’s right (a.k.a. the Reading Team) draws a card and reads the clue aloud, which the Guessing Team must solve by — that’s right — guessing the answer on the back of the card. The die tells which clue to read: if it comes up with one of the four game categories, the clue for that category should be read. If the smiley face comes up, the Guessing Team chooses the category, while if a frowny face comes up, the Reading Team chooses the category. If the card is a Difficult card (see below), there is only one clue, which is then read no matter what category is indicated on the die. The third team is called the Stealing Team, and they are lying in wait hoping for a chance to steal the clue. More on that later.

When the clue for this round has been read, the timer is immediately turned over, and the Guessing Team has two minutes to guess the correct answer. If they answer correctly, the Guessing Team gets a point for the corresponding category, unless they have already completed that category, in which case they get nothing! The Guessing Team’s turn continues until they fail to solve a clue, at which point the turn passes clockwise to the next team, which then becomes the Guessing Team. In a two-team game, play is the same, except there is no stealing.



Difficult cards

If the card read is a Difficult card, the Guessing Team answers the category listed on the card regardless of what the die says. Here’s what makes it difficult: the Guessing Team must not only get the clue right, but must also correctly answer a trivia question related to the clue. A difficult card is worth two points (however, as you already know, you can’t get more points for a category than are needed to complete it). Unless the Guessing Team correctly answers both the clue *and* the trivia question, they get no points and play passes to the next team.

Stealing

If you’re playing with three or more teams, one of the most fun aspects of the game is stealing. If you are the team after the Guessing Team, you are the Stealing team, and your job is to pounce on the clue if they guess wrong. You must wait until the timer runs out, then indicate that you’re stealing and provide your answer. If you’re right, *you* get the point or points, and it then becomes your turn. If you’re wrong, you get nothing, and play passes clockwise *past you*. Why? Because the steal was your turn and you blew it! You can steal a Difficult card if the guessing team flubs either the clue *or* the trivia question. If you get both clue and trivia question right, you get the two points and it becomes your turn as above. Note that if you successfully steal the trivia question after the original team has correctly answered the clue, you still get two points for the card, and the team you stole from gets none.

One-on-one

Some clues are marked as “one-on-one” by this symbol: . Before one of these clues is read, each team nominates one player to solve the clue, and those players all compete with each other after the timer is turned. The team whose contestant gets the right answer first is rewarded with the points for that category and the turn. If that team has already completed the category, they of course do not score, but it still becomes their turn. If no one solves the clue, the turn passes as usual to the next team. Oh, by the way: the player reading the clue obviously cannot be chosen to guess the answer! And there is no stealing in a one-on-one.



Clues

We have made the clues devious and, of course, twisted. Just to show you that we are not leaving you totally to your own devices — here are some hints:

- 1) If you see a “+” between two words, it should be read out loud as “plus.” It means that the clues are linked together as one word. For example, you might have a clue like: “Amtrak + picking someone out of a crowd.” This is “train” and “spotting” as one word: “Trainspotting.”
- 2) Commas usually imply separations of words in the answer. For example, “A major celebrity, A long journey.” Answer: “Star Trek.”
- 3) You need to decide how tough you are going to be on accepting close but not exact answers. Be as loose or as strict as you like, but remember that what goes around comes around, so be mean at your own risk.

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