THINGS IN RINGS

2-6

20′

10+

Place things in rings and try to guess the secret rules. First to correctly place 5 things wins!



COMPONENTS

- A 3 Rings
- B 3 Ring Labels
- C 240 Thing Cards
- D 24 Attribute Rule Cards
- E 24 Word Rule Cards
- F 24 Context Rule Cards

CREDITS

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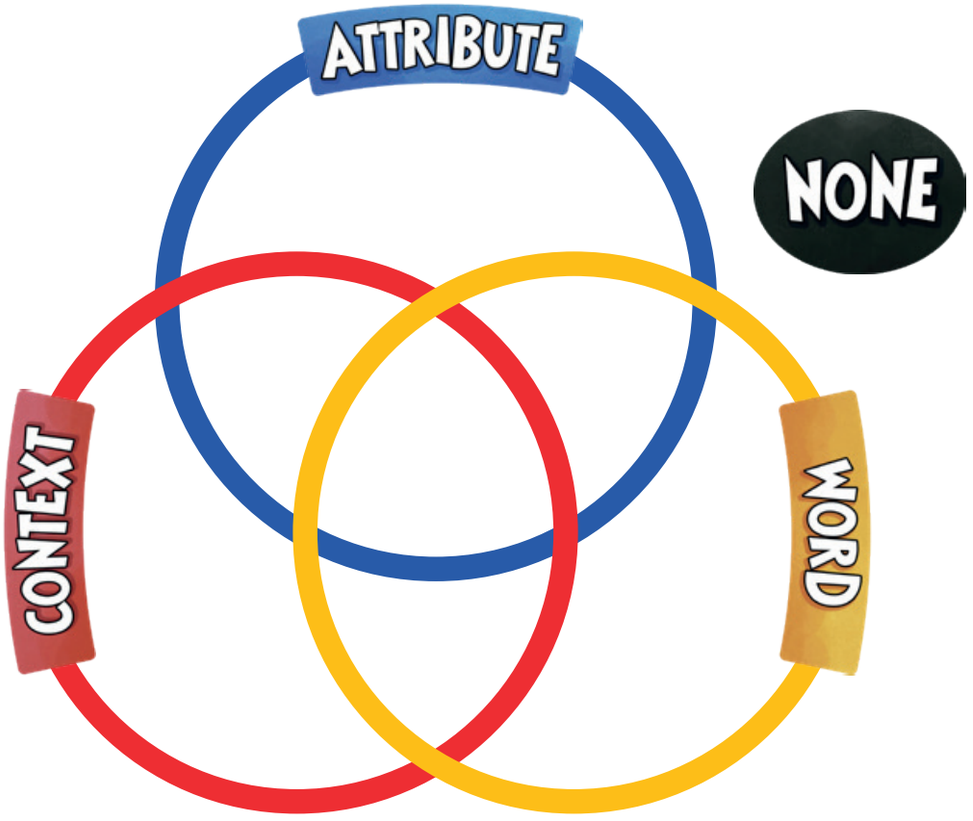
SETUP

Challenge Level	*Casual/Family*	*Standard*	*Advanced*
# of Rings Used	*1*	*2*	*3*
Suggested Rings*	ATTRIBUTE	ATTRIBUTE WORD	ATTRIBUTE WORD CONTEXT

**We recommend using the Attribute and Word rings for your first game, or just the Attribute ring if playing with kids. Once you're comfortable, you can use any combination!*

SETUP

1. Arrange the chosen rings on the table so they **overlap.**
2. Choose 1 player as **Knower.** The rest are **Finders.** *With 2 players, use the co-op variant on pg. 4.*
3. Shuffle each **rules** deck. The Knower draws **1** rule from each and secretly looks at them. *For your first game, use the "Easy" rules.*
4. Shuffle the **things.** The Knower draws **5**, picks **3** to place as clues (following their rules), and discards the rest.
5. Each Finder draws **5 things.** The Finder left of the Knower goes **first.**



OVERVIEW

The Finders take turns placing things in rings and try to guess the secret rules. The first to **empty their hand** by placing 5 things correctly wins!

GAME TURNS

The Finders take turns clockwise.
On your turn, follow these steps:

1. Place **1 thing** either inside a ring, in the overlap between rings, or outside of all rings.
2. The Knower checks whether it's in the **right spot,** based on each ring's secret rule.
3. If it **is,** the Knower tells you to place **another** thing (repeat from step 1).
4. If **not,** they move your thing to the right spot and keep it in play. Draw **1 new thing** and end your turn.

There's **no limit** to how many things you can place in a turn, as long as you keep placing correctly.

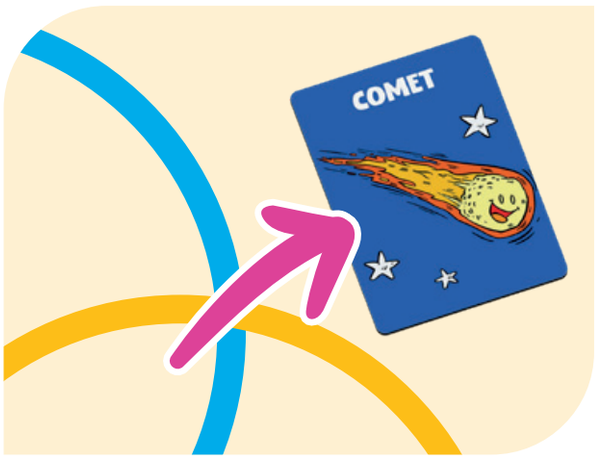
EXAMPLE TURN



In a 2-ring game, a Finder thinks “comet” belongs in the blue and yellow rings.



The Knower checks the rules and sees that “comet” doesn’t follow either.



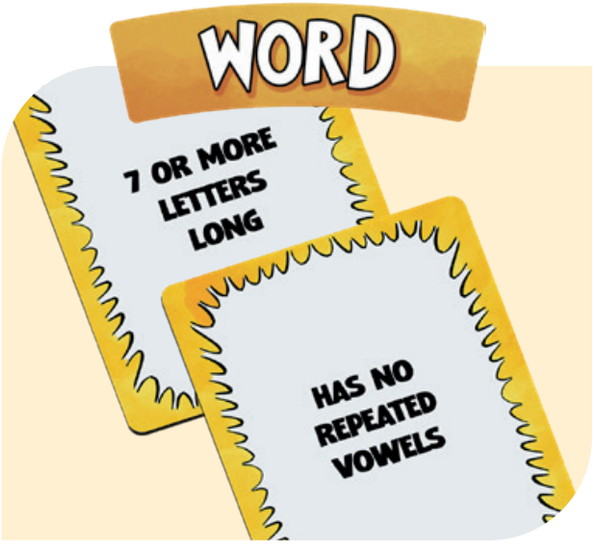
The Knower moves “comet” outside both rings. Since the Finder was wrong, they draw a thing and end their turn.

SECRET RULES

Each ring’s label tells the Finders what **kind** of secret rule it has.



The **Attribute Ring** has a rule about physical properties things have, like size, weight, or shape.



The **Word Ring** has a rule about how we spell, write, or pronounce the names of things.



The **Context Ring** has a rule about where we might find or use things. This is often the trickiest to figure out!

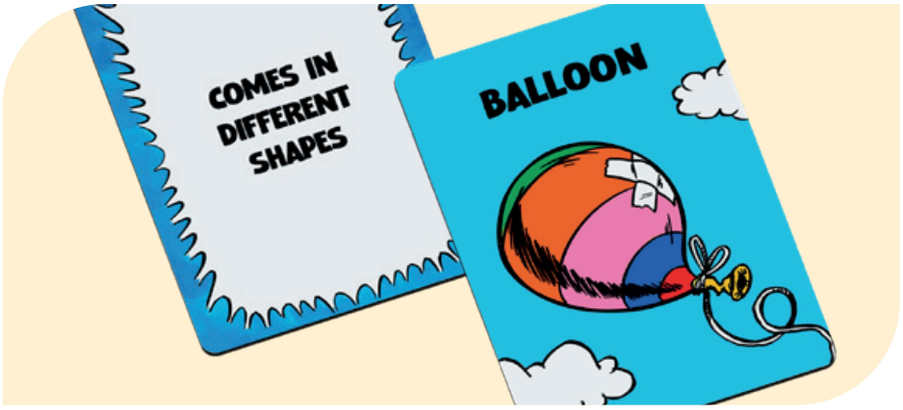
GAME END

When any Finder places the **last thing** in their hand **correctly** (without drawing another), they **win!** The Finders can then try to guess the secret rules to earn bragging rights.

KNOWING THINGS

As the Knower, your role is to facilitate the game, not stump the Finders. You can check the secret rules at any time, but can't say anything about them (even in co-op).

When deciding if a thing fits a rule, consider a "typical" or "average" version of it. You can use what's in the picture to narrow your interpretation. It's okay to use your judgment—that's part of the puzzle!



This balloon has a specific shape, but balloons in general have many.



Brooms are used in curling, but the average broom probably isn't.

CO-OP VARIANT

In this variant for **2-4 players,** the Knower and all Finders work together. The goal is for **every** Finder to place 5 things correctly.

Setup Changes: The Knower draws **10** things (not 5). They place 1 clue per player (including themselves), then **keep** the rest as their hand.

Gameplay: After each round of Finder turns, the Knower places **1 new clue.** Finders keep their things **hidden** until played, but may discuss theories and strategy. Finders with no things left skip their turns.

Game End: If the Knower needs to place a clue but has **none,** everyone loses. If **every** Finder empties their hand first, everyone wins!