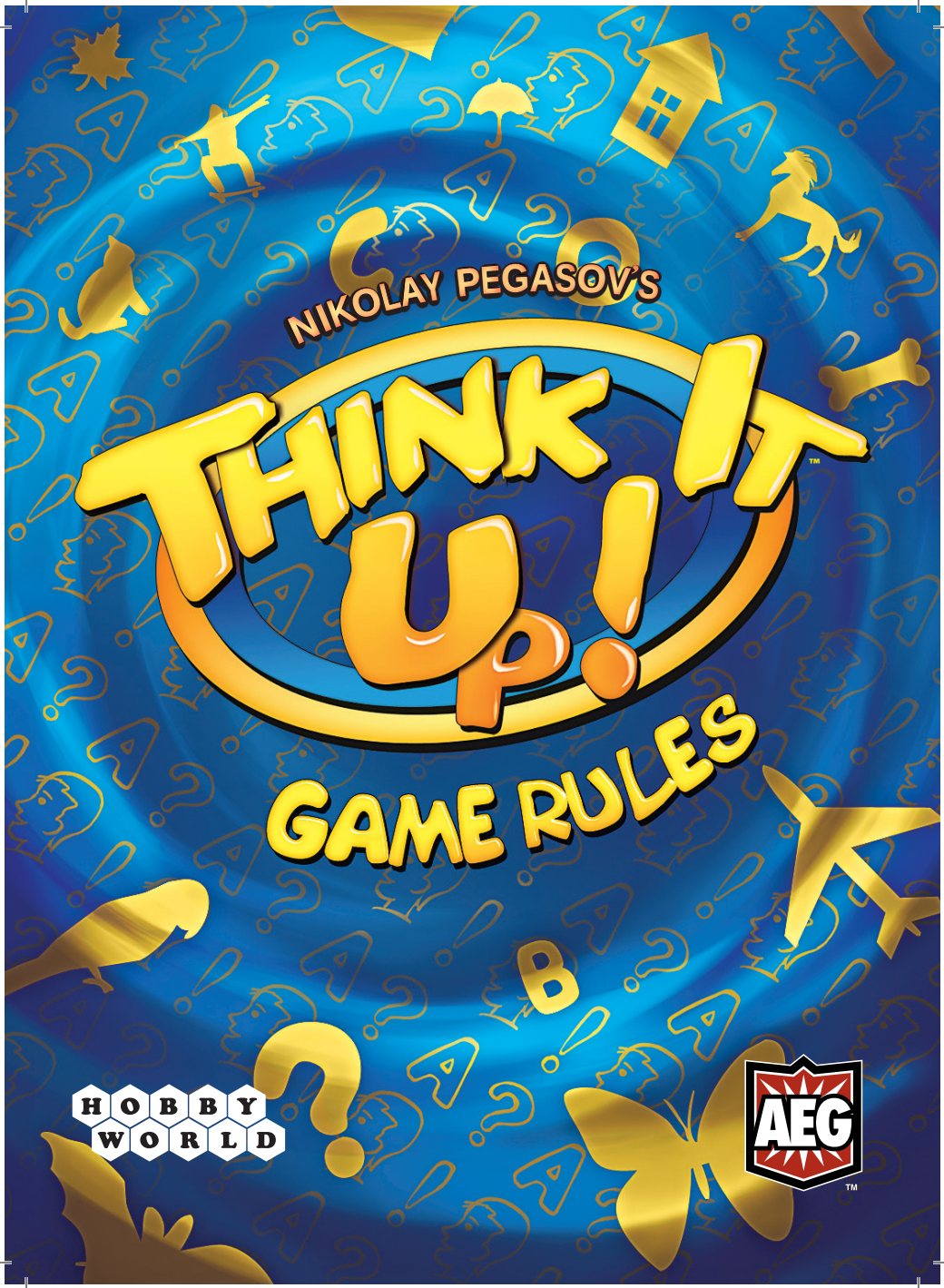

NIKOLAY PEGASOV'S
THINK IT UP!
GAME RULES
HOBBY WORLD
AEG

THINK IT UP!™

A Game by Nikolay Pegasov

For 2–10 players, ages 14 and up

GAME OVERVIEW

Be the first to name the right word beginning with the given letter and related to the indicated theme. If you can think up the word faster, the victory is yours!

COMPONENTS

- 60 theme cards
- 26 letter cards
- This rulebook



Theme cards



Letter cards

SETUP

1. Shuffle the theme (blue) deck and the letter (red) deck separately, then place them next to each other in the middle of the table, face down. Both decks should be clearly visible to all players.
2. Randomly choose the first active player.

Note: You may need a one-minute timer for the game. The timer can be found in almost all modern mobile devices.

HOW TO PLAY

START OF THE TURN

The active player reveals the top theme card, reads its text aloud and places it beside the theme deck, face up. Then the active player reveals the top letter card and places it beside the letter deck so that all players can see it clearly.

The active player doesn't have to pronounce the letter. The letter card should be revealed facing outwards, so that every player would see it simultaneously and no one would have an advantage. Now the competition begins!

SCORING

The first player to name the **right word** (or the **right object** in some cases) that matches the revealed theme and begins with the revealed letter takes the revealed theme card and places it in front of them in a score pile, face down. At the end of the game each theme card scores one victory point (Exception: The modifier "Who will give more?," see page 6 for details).

If several players name the right word simultaneously, then all other players choose the winner by vote.

PREPARE NEXT TURN

Discard the revealed letter card by placing it in a discard pile face up.

The player who scored the theme card starts the next turn as the active player.

THE RIGHT WORD

The **right word** is a word (must be a noun), or a word group that begins with the revealed letter and matches the revealed theme.

THE RIGHT OBJECT

Some theme cards refer to "object" in their description. The object must be a thing produced by human labor. For example, a piece of paper, an automobile, a telephone, or a skyscraper. All of these things are objects, but puddle, garbage, golden nugget, or meteorite are not.

NO GUESSES?

In the rare case when no player can find the right word, the letter card is discarded but the theme card stays in play. The current active player reveals the next theme card, reads it aloud, and places it on top of the previous theme card (only the new theme card is considered to be revealed). Then the active player reveals the next letter card. The player who names the right word first takes all theme cards in play including the cards underneath the revealed card.

EXAMPLE TURN

The active player reveals the theme card "Plant" and the letter "C." The right words could be Cactus, Corn, or Camellia for example.

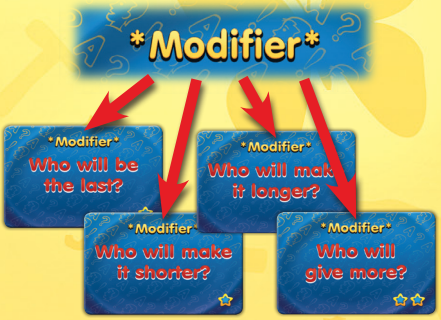


Lisa is the first player with a correct answer and says "Cucumber!" She takes the "Plant" theme card and places it in her score pile face down, then discards the "C" letter card face up. Lisa is the new active player to reveal the cards next turn.



MODIFIERS

Some theme cards feature the word *Modifier* above red text. These are special theme cards that change the way cards are scored that turn.



REVEALING MODIFIERS

When the active player reveals a modifier, they must reveal the next theme card, read it aloud, and place it next to the modifier card. If the next card is another modifier, continue drawing until a theme card that is *not* a modifier is revealed, then shuffle any extra modifiers back into the theme deck.

Once a modifier and another theme card that is *not* a modifier is revealed, the active player reveals the top letter card as normal. Now the competition begins and rules for scoring with modifiers are described in the following sections.

SCORING WITH MODIFIERS

These rules apply for all modifier cards except the "Who will give more?" card.

When a player names a right word, they must then count from one to five slowly and quietly (but still aloud); "One… Two… Three… Four… Five!"

If any player thinks fast enough to name another right word before the count to five ends, they immediately start counting from one to five and the other players can now try to name a right word before the count ends. This continues until a player counts to five without another player naming a right word. The player who finishes counting to five takes both the theme and modifier card and places them in their score pile, face down. The player who scored then starts the next turn as the active player.

Some modifiers have additional rules for scoring, as described in the following sections.

WHO WILL BE THE LAST?

This modifier has no special scoring rules.

WHO WILL MAKE IT LONGER?

When a player names another right word, it must be longer (have more letters) than the previous right word.

WHO WILL MAKE IT SHORTER?

When a player names another right word, it must be shorter (have fewer letters) than the previous right word.

EXAMPLE TURN

Lisa reveals the card "Who will make it shorter?." She reveals the next theme card "Country" and places it next to the modifier. She then reveals the letter card "G" and the competition begins.



Alex finds the right word first and says "Greenland," which has 9 letters. Alex starts counting to five and then Lisa says "Germany." This word is 2 letters shorter than the previous word. Lisa starts counting to five when Alex says "Greece," which has 6 letters. Then John says "Ghana," which only has 5 letters. No player can name a country with 4 letters or fewer, so John takes the "Country" theme card and the "Who will make it shorter?" modifier.

WHO WILL GIVE MORE?

SETUP NOTE

The active player does **not** reveal the top letter card after revealing another theme card. The letter card is only revealed after bidding is finished, as explained below.

BIDDING

This modifier allows players to bid instead of following the standard scoring rules.

Starting with the active player and continuing clockwise, each player may bid for the revealed theme card. If you bid "three" for example, it means that you commit yourself to name three right words in under one minute. All right words must match the revealed theme card and start with the letter that has not yet been revealed.

The next player in clockwise order may overbid the previous number. For example, the next player bids "five," therefore committing to naming five right words in under one minute. If any player does not want to overbid, they simply say "pass." Once a player passes, they can no longer bid during that turn. The bidding continues until all but one player has passed.

SCORING

Once bidding is finished, players run a 1-minute timer. If there is no timer, have a player count from one to sixty slowly and quietly (but still aloud).

The player with the highest bid should reveal the top letter card. That player (and only that player) must name as many right words as their bid number before the timer runs out.

If the player successfully does so, they take the revealed theme card (worth 1 victory point) as well as the modifier card (worth 2 victory points), then discards the revealed letter card.

If the player fails, they take the revealed letter card (worth negative –2 victory points), then places the theme card and modifier card face down on the bottom of the theme deck.

Once scoring is finished, players prepare the next turn.

EXAMPLE TURN

Alex is the active player and reveals the modifier card "Who will give more?." He then reveals a new theme card "Fictional character."



Alex bids "five," committing to name five fictional characters starting with unrevealed (so far) letter in under a minute.

Lisa is the next player in clockwise order and she bids "six." The next player is John, who decides to pass. Alex then increases the bid to "eight." Lisa chooses to pass, so Alex is the only player remaining in the auction.

Alex must now name eight fictional characters in under a minute. He reveals the letter card and it's "Z!" Alex tries desperately to recall, "Zorro... Ziggy Stardust... mmm...Zeus." He can't recall any more names no matter how hard he tries. One minute passed and Alex fails. He takes the letter card "Z," which means he'll lose 2 victory points at the end of the game.

END OF THE GAME

The game ends after the turn when the players reveals the last letter card in the deck. Each player counts the victory points (VP) in their score pile as follows:

- +1 VP for each theme card, including the modifier cards "Who will be the last?," "Who will make it longer?," and "Who will make it shorter?."
- +2 VP for each modifier card "Who will give more?."
- –2 VP for each letter card (players get these cards only if they fail their bid at "Who will give more?").

Note: To make calculations easier, the number of victory points is indicated in the lower right corner of each card.

The player with the most victory points is the winner! If two or more players are tied for the most victory points, the player with the fewest letter cards wins. If players are still tied, they share the win.

LONGER GAMES

In you want to enjoy a longer game, play one game after another until one player wins a certain number of games (for example, three games). Do not shuffle theme cards until the deck is depleted.

In rare cases, you can reveal theme and letter combinations that you have already played in previous games. Players should agree at the start of the game what to do in such cases, such as shuffling the revealed letter card back into the deck, or you can forbid using the previously said right words.

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