TOPIC_

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2 – 6 players **20 minutes** **Ages 8+**

OVERVIEW & GOAL OF THE GAME

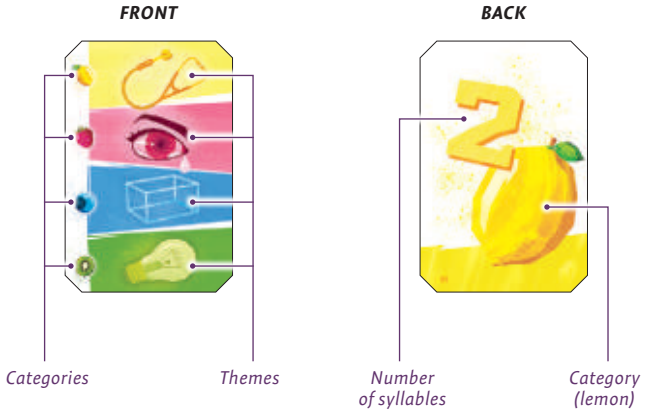
Try not to be the last person to announce a word for a given theme, so you avoid getting cards. The player with the fewest cards at the end of the game wins.

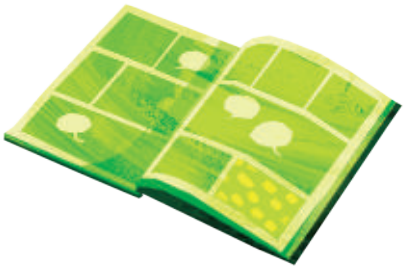
CONTENTS

- 1 rulebook
- 72 cards



CARD ANATOMY





SETUP

Place a deck of cards face down in the middle of the table;
the game length depends on the number of cards in the deck:

- short game.....**about a third of the cards**
- medium game.....**about half of the cards**
- long game.....**all of the cards** (except 5 at random).

Return the unused cards in the box.

PLAYING THE GAME

A game is divided into rounds. Each round comprises 3 phases: **Reveal**, **Announce**, then **End of the Round**.

1 Reveal

Whoever lost the previous round (for the first round, just pick someone) flips the first card of the deck face up.

The fruit now visible on the top of the deck (on the back of the top card) indicates the **category** for this round.

This category is also depicted on the revealed card, and here it indicates the **theme** (drawing, geometric shape, or letter) that applies to this round.

The number or numbers visible on top of the deck indicate the number of syllables that must be in the words the players announce:

- If there is **only one number**, each player must announce **a single word** with exactly this number of syllables.
- If there is **a sequence of numbers**, each player must announce **a word containing one syllable more than the previous word announced** this round (1, 2, 3...).

Only count a syllable **if you hear it clearly**.
Example: ***cu/cum/ber*** *= 3 syllabes.*



2 Announce

Everyone plays **simultaneously**.

As quickly as possible, each of you must try to announce **one single word** corresponding to the **theme** and to the **number of syllables** required for the current round. When there is only one player who has not yet announced a word, the round ends.

When the theme is indicated by **a drawing** or by **a geometric shape**, the words announced must relate to that theme.

When the theme is indicated by **a letter**, the words announced must start with that letter; they do not need to relate to any particular subject.

Judgement of whether the word you announce adheres to the theme is up to the other players. If you announce a word whose validity is not unanimously approved, debate its validity **at the end** of the round (see page 6).

The player who was not quick enough to announce a word loses this round.



*The raspberry on top of the deck designates **cupcake** as the theme this round. This round, each player must announce a single 2-syllable word with a **cupcake** theme.*

Example of a round with 4 players.



Michael was too slow. He loses this round.



*The kiwi at the top of the deck designates **battery** as the theme for this round. Each player must announce a single word. The fastest announces a 1-syllable word; the next, a 2-syllable word; the next, a 3-syllable word... all **battery** themed.*

Example of a round with 4 players.

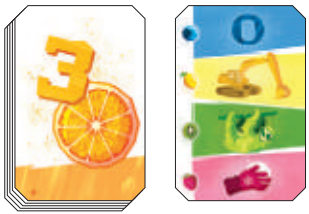


Michael is lacking inspiration, and loses this round, too.

The categories don't match!

If the fruit visible on top of the deck doesn't match any fruit on the revealed card, **you must not announce anything**! Instead, put your hand on the deck as quickly as possible. When there is only one player whose hand isn't on the deck, the round ends.

The player who didn't get their hand on the deck loses this round.



The Orange category does not appear on the revealed card. As quickly as possible, you have to put a hand on the deck!

SEVERAL LOSERS?

If two or more players cannot come up with a word, even after having time to think about it, everyone can agree to end the round. In this case, all players who have not announced a word lose this round.

YOU CAN'T JUST SAY ANYTHING!

The following words are **forbidden**:

- acronyms (UN, NATO, LOL...)
- onomatopoeias (blam, glug-glug, pow...)
- proper nouns (John, David, Lana, Smith, Jones, Nike, Mercedes...)
- translations (only English is allowed)
- made-up words
- words with the same root as a word already announced this round (if someone else said "plane", you can't say "airplane")

If you have any doubts about a case not covered above, the players should decide.

3 End of the Round

The loser takes the revealed card. If there are several losers, they each take one, in the following order (until each loser has taken one): the revealed card, cards from the deck, cards removed before the game. Add your new card to those you took in previous rounds.

If the validity of a word announced during the round is not unanimous, the other players can collectively decide to penalize the player who said it. That player takes 1 card.

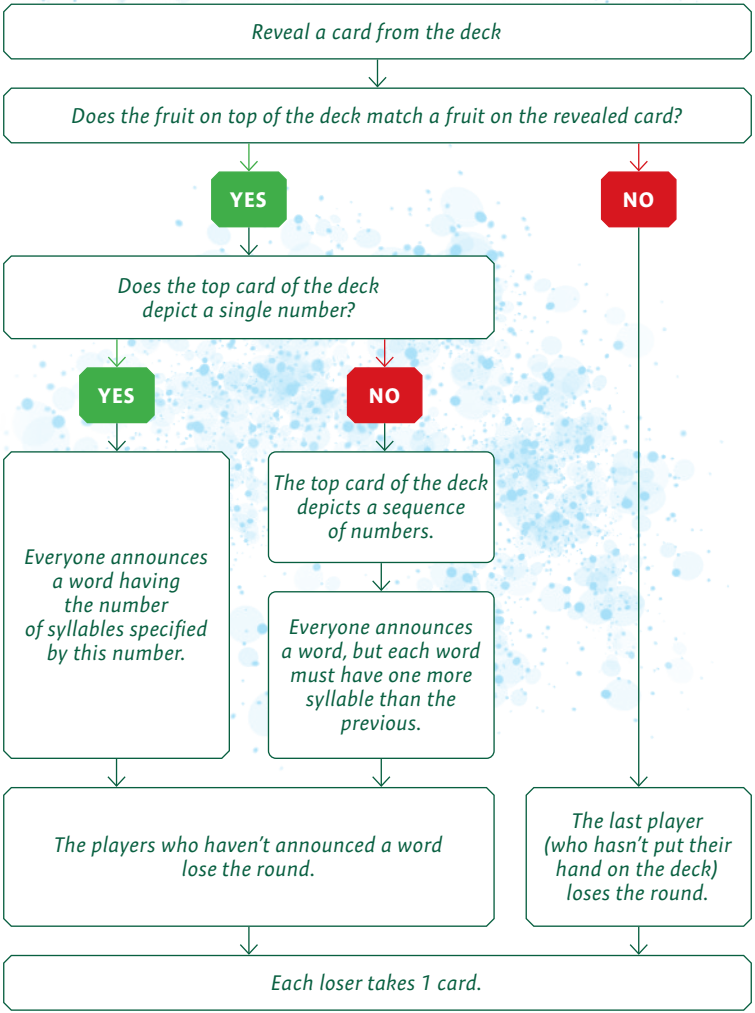
END OF THE GAME

The game ends when the deck contains only 1 card (or 0) at the end of a round.

Count the cards you collected during the game. The player with the **fewest** cards wins.

If it's a tie, just go to sleep already.

THE GAME AT A GLANCE





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