OVERVIEW
Shout out as many correct items as possible that match the list on your category card before time runs out. Some of the items are common, others are quite obscure! The more items your team “hits,” the more tokens you earn, the more points you can score.

CONTENTS
200 cards
10 scoring tokens
1 30-second sand timer

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4 CLUE • 6 ANSWERS • 30 SECONDS

RULES OF PLAY
SET UP
1. Grab a pencil and paper to keep score. Select one player to be the score-keeper.
2. Divide into two even teams. (If there is an odd number of players, make one player a neutral “reader” for the game.)
3. Place the box of cards and the sand timer in the center of the playing area.
4. Scatter the scoring tokens face down, within easy reach of both teams.

HOW TO PLAY
The team with the player who last made a list goes first. One teammate takes on the role of “reader,” draws a card from the box, and looks at it without showing others. Then a player from the other team flips the sand timer. Simultaneously, the reader announces the category at the top of the card and the reader’s teammates start shouting examples that fit the category. (No penalty for incorrect answers.) Whenever the reader hears an item that matches one on the card, they shout “Hit!” and reveal one of the remaining available scoring tokens. Keep shouting examples until either a) time runs out or b) all items have been guessed. If time runs out and the team did not guess all of the items on the list, the other team gets one chance to guess a remaining item. If they can give a correct example, they collect one of the remaining tokens (or two, if they guess the pink item).

Note: Ultimately it’s up to you to determine how stringent you’d like to be when judging examples, but in the pursuit of fun, we suggest allowing items that are not phrased identically to the card if it’s clear that the meaning is the same, i.e. “bagels” for “bagel,” “tire rotation” for “rotating tires.”

Each team totals the numbers on their tokens and announces them for the score-keeper to record. Return any collected tokens back to the middle, turn them all face down, and mix them up. Play passes to the other team.

ENDING THE GAME
Take turns alternating between teams (selecting a different reader each time) until each player has been the reader twice. Then total the scores. The team with the higher score wins.