

PLAYING THE GAME

Split up the players in to a maximum of 6 teams.

Each team receives a Game Board. If you have less than 6 teams, you can choose to share the Game Boards amongst the teams. But it is not necessary to utilise all Game Boards in a single game.

The Game Boards hold phrases and sequences that are missing their first words; the words that come "before" are shown as blank spaces.

The aim of the game is for each team to fill the blank spaces on their own Game Board(s). In addition, any team can fill the blanks of the Bonus Board.

The pile of cards is placed face down.

The top card is turned face up and placed next to the face down pile.

If at any point there are no more cards in the face down pile, the face up pile is turned over and becomes the face down pile.

Each team picks four cards from the face down pile.

Throughout the game, each team will always end up with only four cards.

Each team takes a turn.

A turn begins with the team taking a card from EITHER the face down pile or the face up pile.

Some "action" cards will have instructions on them:

PEEK

Ask another team to show you all of their cards

SWAP

Your team gives TWO of your cards to another team and the other team selects TWO of their cards to give to you

REDO

Discard all four cards to the face up pile and pick up four new cards from the face down pile

MESS

Force another team to discard all four cards to the face up pile and pick up four new cards from the face down pile

A team can choose to use any action card at this point (one that they have just picked up, or one that they have had in their hand for a while). If the action card is used, the card is placed on the face up pile - it CANNOT be picked up by the next team.

If the team has not already put down an action card, they will now have more than four cards and they need to discard one.

If they hold a card that fills a blank on their Game Board, they can place it on their Game Board.

If they hold a card that fills a blank on the Bonus Board, they can place it on the Bonus Board.

If the card correctly fills a blank, they score a point; if incorrect, they keep the card.

If no card has been placed on one of the boards, they select one of their cards to place back on the face up pile.

The team should still have four cards at the end of their turn.

Game continues until one team has their Game Board full OR it is decided that time is up.

At that point, teams score one point for each blank filled on their Game Board(s). Add on any bonus points.