



STARTING THE GAME

Split up the players in to 2 teams: Team A and Team B.
Each Team has a minimum of 2 players.
Each Team should select one or two players as the "Clue Giver(s)".
The remaining team members are the "Guessers".

Give the appropriate Answers to the Clue Giver of each Team.
These Answers should NOT be seen by the Guessers.

Give the appropriate pack of Cards to the Guessers of each Team – *face down*.

Note that there is a "practice" card for each Team to familiarise themselves with how the game is played as the instructions are explained.
These cards are labelled A-X and B-X.

PLAYING THE GAME

Gameplay alternates between Team A and Team B.

A Guesser from the playing Team turns over the top card in their pack.

The card has two or more letters on.

The letters are an abbreviation, formed from the first letters of a well know phrase or description associated with Pesach. This phrase or description is the Answer that the Guessers from the playing Team must discover.

The Clue Givers can see the Answer on their sheet.

One player rolls the dice.

This determines how the Clue Givers will try to help the Guessers discover the Answer:

2/3/4 Words:

The Clue Givers can use 2/3/4 words to give verbal clues to the Answer.

If any of the words from the Answer are said out loud by the Clue Givers, the Team has failed to find the Answer.

Perform:

Clue Givers perform a mime or gesture (i.e. without speaking) to convey the Answer to the Guessers.

Sound:

Make a noise or hum a tune as a clue to the Answer.

Optionally, you can use a timer to limit how long Guessers have to discover the Answer.

The timer can be started either when the card is turned over, or when the Clue Givers have finished giving their clue.

Once the Answer has been found, the Team gains the number of points shown at the bottom of the card.
This score is determined by the number of letters in the abbreviation.

Some 2-letter cards have an option to score a "Bonus".

These cards display four cups of wine.

The bonus is won as follows:

1 Bonus Point:

The Guessers recall the name of a famous person whose initials are the 2 letters on the card.

2 Bonus Points:

The Guessers recall the name of a *Jewish* famous person whose initials are the 2 letters on the card. The Answer sheet contains a possible suggestion.