



PLAYING THE GAME

One person should be the Host, who distributes the cards, has the sheet of Answers and totals up the points scored.

Split up the players in to 2 teams: Team A and Team B.

Gameplay alternates between Team A and Team B.

Optionally, the Host can use a timer to limit how long each team has to discover the answers.

A team is presented with four cards.

The words on all four cards all share a common theme

But only THREE of the cards share a *second* connection -
so there is ONE card that is different from the others.

The goal is to identify:

the common theme, the second connection, the odd one out

In addition, the “odd one out” card has a letter on it

Bonus points are available if the team can suggest a fifth item that has the same overall theme but does NOT match the three with the second connection, i.e. it is another “odd one out”

The game is best illustrated by following the example on the next page.

SCORING

1 Point:

what is the common theme that all FOUR cards share?

1 Point:

what is the second connection that only THREE cards share?

1 Point:

which is the odd one out?

2 Bonus Points:

use the letter on the “odd one out” card to suggest another odd one out,
i.e. one that has the same common theme but NOT the second connection