

RULES

GAME SETUP & RULES

- Divide the players into two equal groups (Team A & B). It won't matter if one team has one more player than the other.
- Team A selects one of their team members to be the first clue giver of the concept or brand & that player sits facing the cards.
- One player of Team B sits beside or behind Team A's clue giver so that they can see the cards as the clue giver plays them. Team B also controls the timer. The clue giver's team members are not allowed to look at the cards & should sit opposite to their clue giver, waiting to shout the concepts. The team gets 120 seconds (2 minutes) to guess the answers.
- Team B decides which of the coloured cards or subject concepts will be guessed by team A & vice-versa during the turn of Team B.
- The teams can keep changing the colours of the card or continue with a particular colour card until each individual has received a chance to be the clue giver.

Objective: Score the highest number of points by guessing the maximum concepts

Players: For 4 or more players

Contents: 150 cards

- After Team A has completed their turn, a member of Team B is to be selected as the next clue giver for their team & the timing will be controlled by members of Team A. Both teams take a turn in appointing clue-givers & guessing words until each player has had one turn as a clue giver.
- The clues can comprise of detailed sentences or single word hints. No form or part of any word printed on the card may be given as a clue. One cannot use gestures, phrases, make noise or sound effects, or use 'soundslike' or 'rhymes with' another word. Also, no initials or abbreviations are to be provided.
- There is no penalty for guessing wrong answers. In case a clue giver doesn't know the meaning then she/he can turn the card around, read it, & give clues.
- Each clue giver is racing against the time & it may be in the team's interests to pass a card rather than spending a lot of time on one card. The clue giver can continue until the time runs out.
- The colour of the (subject matter) can be changed when the clue giver is changed. They can't be changed within the duration of 120 seconds unless you have decided to play mix bag.

RULES

- BRANDING
- CORE CONCEPTS
- RESEARCH
- ELECTIVES

SCORING

- The team which guesses the concept correctly receives one point for the same. Towards the end of time, the team can calculate total points achieved by them.
- A clue giver has an option to pass a card. However, the opposite team scores a point whenever a card is passed.
- If a VETO word is used by the clue-giver or if any rule is broken, then the opposite team scores an additional point. All points lost are awarded to the opposite team.
- The teams can make a note of points on separate note pads & compare towards the end. The team with maximum points wins the game. In case of a tie, the team can play an additional round to determine the winner.

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ALTERNATE WAYS TO PLAY THE GAME

- Team members can read the meaning of concepts & ask the team members to guess the concept. The other players can write the concepts on a separate sheet of paper or chits & the players who get them right, score a point.
- VETO can be used by individuals to read through concepts & their meaning. It works as a mini glossary that individuals can read & engage with.
- If a clue giver exceeds seven cards in the stipulated time, then the points get doubled for every card guess after the seventh card.

