

GAMEPLAY:



1. The **clue-giver** draws the top card from the deck and secretly chooses one of its two passwords.

2. The **clue-giver** then tries to communicate the password to the other players, saying only words that start with the letter S!



3. The other players try to guess the password. Players can speak whenever they want – there are no turns and no limit to how many guesses a player can make.



4. Players continue to guess until someone says the correct password. The **clue-giver** says which player guessed correctly.



5. As a reward, the player who guessed the password and the **clue-giver** each receive one sweet.

If a player gains their fifth sweet, the game ends, and that player wins! If not, the game continues: the next player (to the left of the clue-giver) becomes the new **clue-giver**.

NOTES FOR THE CLUE-GIVER!

Be careful not to use forbidden words when giving clues!
If you say a forbidden word, your round immediately ends,
and you must return a sweet (if you have one) to the bank.

The following words are forbidden when giving clues:

- words not starting with the letter S;
- words which contain the password (e.g. for the password MAN, the clue SUPERMAN is forbidden).
- words in a foreign language (e.g. for the password AIRPLANE, the clue SAMOLOT (airplane in Polish) is forbidden).

You may nod and gesture to encourage guessers who are getting close to the password. If you cannot think of good clues, you may pass. But then give your card to another person – they become the **clue-giver** for the same password! Unfortunately, you cannot take part in guessing this password.

END OF THE GAME:

If a player gets 5 sweets, that player immediately wins!
If two players get 5 sweets at the same time, then they play a tie-breaking overtime final round.
Only the two tied players may guess, and another player becomes their **clue-giver**. The overtime guesser who correctly guesses the final password wins the game.

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