



CONTENTS:

GUESSING CARDS: 36, (Sets of Six, Red, Green, Yellow, Orange, Blue, Purple)

PICTURE CARDS: 66

RULE REFERENCE CARDS: 2

PLACEHOLDER CARDS: 6

GAME SETUP:

Separate cards into 3 piles (Guessing Cards), (Picture Cards), and (Placeholder Cards).



Guessing Cards



Picture Cards



Placeholder Cards

Step 1: Lay the placeholder cards in the center of the table, ordered 1-6 as shown at the top of the next column.

Placeholder Cards



Picture Cards



Step 2: Take 6 picture cards and place them under the placeholder cards as shown above.

Step 3: Separate the guessing cards by color as shown below. Each color should have guessing cards numbered 1-6. Give each player their own (colored) guessing deck.



Guessing Cards

OBJECT OF THE GAME:

To relax and enjoy spending time with family and friends. Discovering the experiences, memories, and clues that connect us.

GAME PLAY:

Choose one player to start as the Clue Giver. All other players are Clue Receivers.

Clue Giver:

The goal of the clue giver is to give challenging one-word clues that **most, but not all** players will figure out.

The Clue Giver starts each round. There are 2 steps to the Clue Givers turn.

Step 1: The Clue Giver **secretly** chooses one of the 6 picture cards on the table to give a one-word clue for.

Step 2: The Clue Giver places a guessing card face down to indicate which picture card they have chosen and then gives their one-word clue (out-loud).

Clue Receivers:

Clue Receivers choose which picture card they think the Clue Giver's clue was for, and place a guessing card face down in front of them to indicate their guess.



Clue Receivers Guess #3 (Face Down on the Table)



Clue Receivers Guessing Deck

(Example: Laying down guessing card 3 would indicate a guess for the picture card below placeholder card 3)

Once all Clue Receivers have laid their guessing cards face down, the Clue Giver flips their guessing card face up to reveal which picture card they chose.

The Clue Receivers then flip their guessing cards face up, one by one, to reveal if they guessed correctly or incorrectly.

STANDARD SCORING:

Clue Receivers:

Each time a Clue Receiver gets a clue correct they receive **1 point**.

Clue Giver:

If all Clue Receivers guess the clue correctly, the Clue Giver **receives 0 points** because the clue was too easy. Otherwise, the Clue Giver receives **1 point** for each player that guesses the clue correctly.



Clue Giver has 3 Correct Guesses, Receives 3 Points

(Example: 4 Clue Receivers, 3 guesses are correct, Clue Giver scores 3 points. Clue Receivers 1, 2, & 3 each score 1 point)

RECORDING POINTS:

Each time either the Clue Giver or Clue Receiver scores points, they will take a picture card of their choice from slots 1-6 on the table, and place it in front of them to record a

point. If the Clue Giver receives more than 1 point, they will grab one picture card for each point they scored. If there are no more picture cards in slots 1-6 on the table, take picture cards from the top of the picture card deck to record points.

Game Play Continued:

Once all of the points have been recorded, take picture cards from the picture card deck, and place them on the table in the empty picture card slots. Make sure that slots 1-6 have picture cards before starting the next round.

The player to the left of the Clue Giver is now the new Clue Giver, and all other players are now Clue Receivers. After each round the Clue Giver rotates in a clockwise manner.

TO WIN:

When there are not enough picture cards available to fill all spaces 1-6 on the table the game is over. The player with the most picture cards is the **WINNER**.

ADVANCED SCORING: (Optional)

If you are looking to add another level of fun to the game, you can try advanced scoring. Not only does the Clue Giver need to give a one-word clue, but they also need to bid (out loud) how many Clue Receivers will guess their clue correctly. *(Example: "I am bidding 2 people will guess the clue correctly and my one-word clue is Moose.")* If the Clue Giver reaches their bid, they get **1 point per correct**

bid. The Clue Giver receives no additional points for exceeding their bid. If the Clue Giver does not achieve their bid, **they receive 0 points**. If all Clue Receivers guess the clue correctly, **the Clue Giver receives 0 points**.



(Example: With 5 people playing there will be 4 Clue Receivers and 1 Clue Giver. If the Clue Giver bids 2 players will get the clue correct, but 3 players get the clue correct the Clue Giver receives 2 points for that round (one point per correct prediction). The Clue Giver receives no additional points for the 3rd player getting the clue correct. Clue Receivers 1, 2, & 4 each score 1 point)

Tips For Strategy: As the Clue Giver you want to be careful to make sure you do not over bid how many players will get the clue correct, but bid high enough to maximize your points.

2 AND 3 PLAYER VARIATIONS:

3 Player Variation:

Choose one player to be the Clue Giver. The player to the left will be the Clue Receiver, and the final player will be the Picture Card

Chooser. The job of the Picture Card Chooser is to pick 3 picture cards that will be hard for the Clue Giver and Clue Receiver to give clues for. The job of the Clue Giver is to give a one-word clue that will help the Clue Receiver guess all 3 picture cards.

Game Play:

The Picture Card Chooser looks at the picture cards in play and secretly selects 3 picture cards they feel will be difficult for the Clue Giver to give a one-word clue for. The Picture Card Chooser then selects the guessing cards that represent the picture cards on the table and hands them face down to the Clue Giver.

(Example: Picture Card Chooser hands the Clue Giver guessing cards (1, 2, & 4) face down to indicate the choice of picture cards 1, 2, & 4)

The Clue Giver looks at the cards from the Picture Card Chooser and gives a one-word clue (out-loud) that will help the Clue Receiver guess all three picture cards.

The Clue Receiver then selects one of the picture cards they believe the Clue Giver was giving a clue for. If the guess is correct, the Clue Giver and Clue Receiver score one point each, and the Clue Receiver continues guessing. If the Clue Receiver guesses incorrectly, the turn is over. Points are recorded as they are in the regular game.

The Clue Receiver and Clue Giver can score a maximum of 3 points each per round. The

Picture Card Chooser scores 3 points if the Clue Receiver and Clue Giver do not score a point. Points are recorded as they are in the regular game. The player to the left of the Clue Giver is now the new Clue Giver. Play ten rounds and the player with the most points wins.

2 Player Variation: (Cooperative)

Played and scored the same way as the 3-player variation, but there will be no Picture Card Chooser. Picture cards will be chosen at random. Shuffle an unused guessing card deck. Have the Clue Giver draw the top three guessing cards to indicate the 3 picture cards chosen for each round. The two-player game is a cooperative game, both players are working together to connect as many clues as they can. Play ten rounds and then add up your score. A perfect game would be a score of 30.

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