



CONTENTS

- 1 Response Pad
- 1 Score Pad
- 10 Pencils
- 300 Topic Cards

OBJECT

The **TRUE** objective of the game is **LAUGHTER**, but if you are concerned about **WINNING...** then in each round **PLAYERS** try to eliminate each other by matching a **PLAYER** to a **RESPONSE** until eventually only one player remains.

HOW TO PLAY

1. Select a **READER** for the first round. The **READER** chooses one **TOPIC CARD** and reads it **ALOUD**.
2. All **PLAYERS** (including the **READER**) write a response to the topic on one perforated section of the **RESPONSE PAD**, fold it twice to conceal what is written and put it into the box.

NOTE: There are **NO CORRECT ANSWERS!** So you may write whatever you please, from one word to as many sentences that you can fit on your slip of paper.

3. The **READER** then reads all the responses **ALOUD** once and then a second time so that the **PLAYERS** can remember them (You need only remember a **FEW KEY WORDS** of each response rather than **WORD-FOR-WORD**). You **CANNOT** write the responses down and the **READER CANNOT** read them again.

NOTE: If there are eight or more **PLAYERS** the **READER REREADS** the remaining responses when one-half of the **PLAYERS** have been eliminated from the round. We can't expect your **MEMORY** to be that sharp. After all this is a **GAME** not an **EXAM**.

4. The **PLAYER** to the **LEFT** of the **READER** now has the first guess as to who wrote what response. This **GUESSER** chooses **ONE RESPONSE** and tries to match it up with **ONE PLAYER**. If his/her guess is **CORRECT**, the **PLAYER** who wrote the response is eliminated from the round and the **GUESSER** has the opportunity to guess again and try to knock out another **PLAYER**. If the **GUESSER** guesses **INCORRECTLY** he/she is still in the round but the play passes to the **PLAYER** on his/her **LEFT**. You remain in the round until someone matches you up with your response.

INSTRUCTIONS...

NOTE: If a PLAYER cannot remember any of the remaining responses they must pass the guess to the next PLAYER but they still remain in the round until they are matched to their own response.

5. The ROUND ENDS when only one PLAYER has not been matched to his/her response.
6. The GAME ENDS when each PLAYER has had a chance to be the READER.

SCORING

- 1 POINT is awarded for each correct guess during a round.
- 6 POINTS are awarded to the PLAYER who is left at the end of the round (i.e., no one has guessed what that PLAYER wrote).
- In the event of a tie, if the remaining PLAYERS agree, they may split the 6 points. (this only occurs when the final PLAYERS left at the end of a round cannot remember the other's responses).
- The PLAYER with the most POINTS at the end of the GAME is the WINNER.

SUGGESTIONS AND STRATEGIES

- There are no OFFICIAL TIME LIMITS but try not to THINK TOO LONG or the other PLAYERS could resort to HUMOUROUS VERBAL ABUSE. If they are waiting for you then just write whatever comes to mind (you may surprise yourself and have others scratching their heads).
- **THINGS™..** can be played by PLAYERS OF ANY AGE who can READ & WRITE. Children tend to take the game in a different direction than teens or adults.
- If your HANDWRITING is distinctive then try to disguise it.
- **THINGS™..** can be played with FOUR PLAYERS and up. The odds of guessing correctly obviously get better with FEWER PLAYERS. The odds of funnier responses get better with MORE PLAYERS. So don't be afraid to try 8, 12, 15 or more.
- **REMEMBER:** There are NO CORRECT ANSWERS. These are TOPICS, not questions therefore PLAYERS are writing RESPONSES, not answers. PLAYERS can write what THEY would normally write. They can write what another PLAYER might write. They can LIE. They can write WHATEVER THEY WANT.

But the way to get the most enjoyment out of **THINGS™..** is to just LET YOURSELF GO & ENJOY! You won't believe the **THINGS™..** you'll hear!

LAUGHTER IS GUARANTEED!

To order additional parts or games, visit our web site at:

www.thingsthegame.com