


**Matériel:** 45 letter cards (front with a blue letter and an arrow, back with the same red letter crossed),

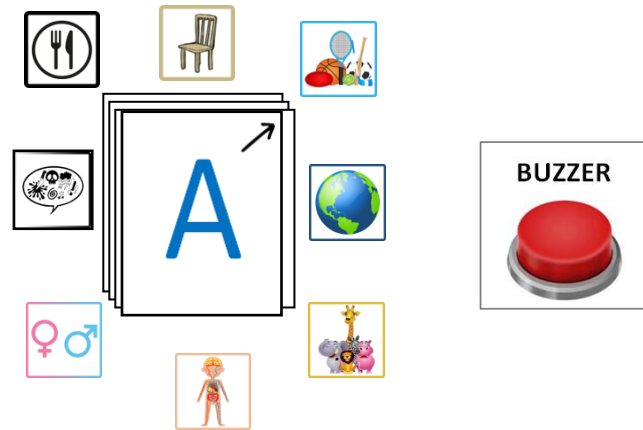
- 1 buzzer card 
- 18 « category » tokens



**Aim of the game :** players have to get as many points as possible, points will be represented by cards

### Set up

The letter cards are placed in 1 pile, "blue letter" side up, 8 tokens with the desired categories are chosen and placed around the blue card pile, one token in front of each corner and on each side, the buzzer card is placed next to the pile.

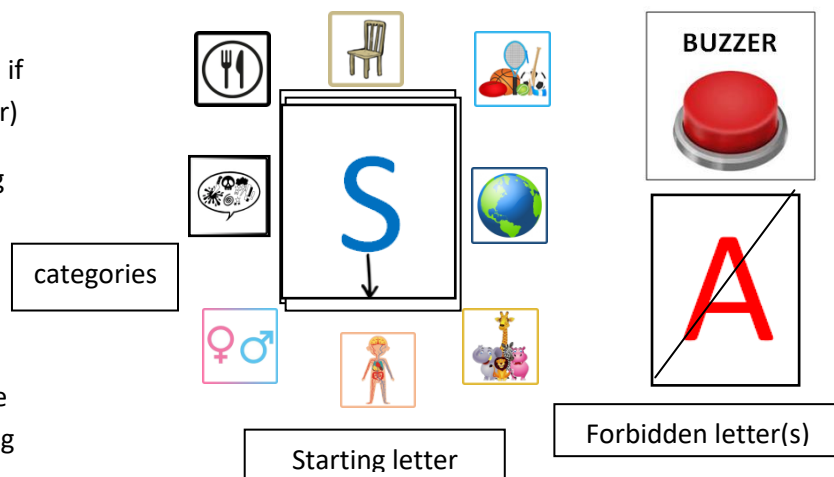


### How it works

The player whose first name begins with the blue letter on top of the pile (or who is closest by continuing the alphabet from that letter) will be the first player. (e.g. if no name starts with A, Bertrand will be the first player)

He turns over the card at the top of the pile, revealing that same letter in red color and a new card with a blue letter and an arrow that was underneath.

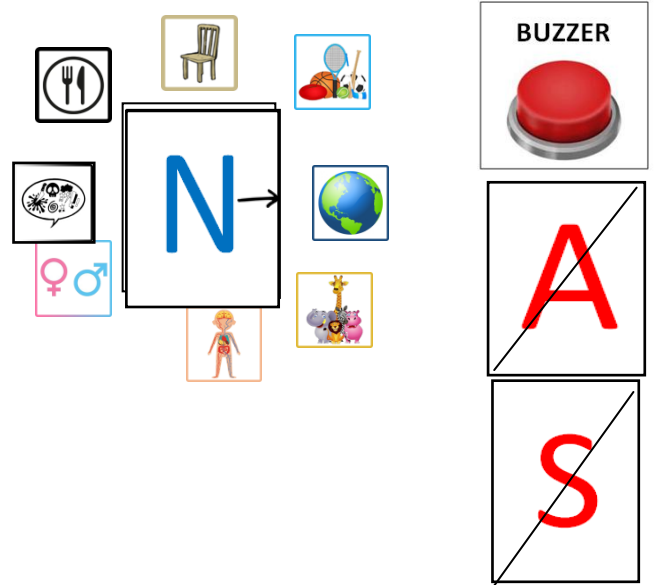
This player will have to find a word beginning with the blue letter, not containing the red letter and belonging to the category indicated by the token in front of the arrow (here human body: shoulder )



The player then chooses to stop, he then wins the "red letter" card(s) visible on the table which have the same number of points, (and it's the turn of the player on his left to play), or to continue by turning over the blue card

He will have to find a word beginning with N, containing neither S nor A and belonging to the geography category (ex: NICE or NIGER)

He can either stop there and win 2 cards (2 points) or turn over a new card....



## The Categories

The symbols represent the categories to which the words will belong.



## And other players ?

The other players, when it's not their turn to play, can put pressure on the player. The first player to find a word corresponding to what is being searched for (a word beginning with ... that does not contain ... and belongs to the category ...) taps the buzzer card and begins to count down 5 seconds (5, 4, 3 ...). If, when he reaches 0, the player whose turn it is to play has not found a word and the word he announces is correct, he wins a red card visible on the table, and the player whose turn it is to play loses the game. The remaining red cards on the table are discarded and the next player's turn is taken. If the word of the "decounter" is wrong, he gives 1 of his point cards (if he has any) to the player and the game continues.



## And if no one find a matching word ?

When all players agree that they will not find a word, the next player's turn is taken and the player whose turn it was takes only one "red card" as a point, the others are discarded.

## Contestation

If the other players do not agree with a word announced by a player, they may challenge it, all players must challenge it for it to be considered invalid. If at least one other player thinks it is good, the word is accepted.

The same word cannot be used twice during the game

## End of the game

When the deck of cards is over, the player who has collected the most cards is declared the winner.