



Game Rules For 2-6 players, ages 8 and up.

Contents:

- 60 round cards, on which one side features a symbol representing various categories and the other side showing 3 letters, each in different colors.
- 1 Double-sided categories card.
- 1 Game rules.

Object of the game

To be the player with the most cards at the end of the game.

Set up

Place the well-shuffled deck of cards in the center of the table, category side up.

Playing the game

Each player, in this turn, flips the top card from the deck and places it beside the deck, letters side up. Each letter appears in a different color. Note that only one of the letters matches the color of the new category card that is now visible on top of the deck. The first player to call out loud a word starting with the letter that matches in color to the category wins the round and takes the card. If none of the

players find a matching word (such as a word that can be noisy with the letter Q), they turn over a new card. Then, whoever finds a word with the new card wins both cards. The game continues to the next player that flips the next card, and so on, until there is only one card left in the deck.

A word can only be used once during the game.

Advanced Variant

Flip the Categories' card on the side of Opposite Categories. Players must now find words of the opposite category of the featured symbol (for example, the INSIDE symbol featured on the card would mean that players must find words linked with the OUTSIDE symbol).

Winning the game

The winner of the game is the player that collected the most cards when only one card is left in the deck. This card is not counted.

For example:

Category: Noisy. Green letter: S. Possible answers: saxophone, siren, sander...



Saxophone!, Siren!, Sander!



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