

**Game setup:**

Decide how many game rounds the game shall have and who shall start the game.

Shuffle the convincer cards and deal out 6 cards to each player.

Put the remaining cards in a stack on the table, faced down.

Shuffle the topic cards and place this deck on the table, face down.

Turn the top topic card.

**Basic how to play:**

The purpose of the game is to associate convincer cards with a topic card.

For example:

The topic card is a movie.

You will now try to come up with a movie that you can associate as many of your convincer cards as possible with. Let's say that you hold following cards on you hand:



You can now choose the movie "Friday 13" and play following cards:



But you have to explain to the other players your thinking and they have to approve.

In this case the film is about "Jason" that kills people camping near a lake. He has a mask on his face and use a knife when he kills. This should not be so hard to explain and have the other players to approve.

Let's say that the topic card is a song.

You can now choose the song "Number of the beast" with Iron Maiden and play following cards:



When the topic card is a song you can either associate the cards with the song title or a lyric sentence in the song. To explain the played cards in this example you have to sing the lyric sentence "666 the number of the beast, Hell and fire was spawned to be released"

I think most players will approve both number 6 and the fire in the fireplace.

### The topic cards:



You can associate cards with the title of a song or the name of the band

**Or**

You can associate cards with a lyric sentence in the song. But when doing so you have to sing this sentence.



You can associate cards with the title of a movie/serie/Tv show

**Or**

You can associate cards with what a movie/serie/Tv show is about. Explain your thinking well and it might be approved.



You here combine convincer cards to be a different word.

Example: A cow and a boy becomes Cowboy.

**Or**

Cards that you can connect to each other. Example: A lake, a fish and a boat. The only thing stopping you is how good you can convince the other players.



Countries/Oceans/Lakes/Rivers/Mountains...

You can here associate both with the name and with items something is known for. Example: Choose "Atlantic ocean" and play a fish card and a boat card.

Or choose "Mexico" and play a sun card and a card with a beach.



You can here associate both with the name and with items something the town is known for. Example: Choose "Moscow" and play a cow card since the word cow is in the city name. And maybe the colour red card if you can convince the other players that red is associated with Moscow.

### Remember...

It's the other players that decide if your played cards will be approved or not.

It's your job to convince them.

It's always good to decide before a game how "correct" a played card has to be...

**Who win the game:**

Before the game starts you decide how many game rounds the game shall have.

When the first topic card is turned, each player gets to play cards from their hands associated with that card as explained above. When all players have played their cards the other players has to approve them. You do this clockwise, one player at the time.

Example: The first player has played 3 cards and have them approved by the other players.

He then takes the 3 cards, turn them over and keeps them in a stack in front of him.

He then takes 3 new cards from the "convincer" deck and the approving turn goes over to next player. You do this until all players have been approved (or not approved).

(A player always takes the same amount of cards from the convincer deck that he has played).

Once all players have played cards and picked up new once, you turn the next card in the topic deck and game round number two starts.

When you have played all game rounds, all players count the convincer cards they have used and the player that have played most cards wins the game.

If a player can't play any card at all he just passes his turn but this will seldom happen.

If a player don't get a card/cards approved by the other players he take it back up to his hand.

**Alternative game style:**

Decide how many game cycles you should play (explained here below).

Place 3 convincer cards for each player on the table, faced up, side by side.

(If you are 4 players there shall be 12 convincer cards on the table so all can see them).

The first player then turns the first topic card and then gets to pick as many convincer cards he can from the table that he associate with the turned topic card. Once the other players have approved his cards, he takes them and put them in a stack in front of him and the turn goes over to next player in turn (clockwise). Once all players have taken cards from the table the second player turns the next topic card and get to start the next round. A game cycle here is when all players have been first player in a game round. So if you are 4 players there should be 4 game rounds in a game cycle.

When you have played all game cycles, all players count the convincer cards they have taken and the player that have most cards wins the game.

If a player can't pick any card at all he just passes his turn but this will seldom happen.