

# Game guide

## CONTENTS

50 round Silhouetter cards  
3 letter dice with language stickers  
4 white tokens  
9 black token  
1 red token  
60 second sand timer

## ONE TIME SET UP

Put the correct letters on the three dice for your language. Find the 18 letters for your language and assemble each dice using the 6 letters grouped together.

## AIM OF THE GAME

To find words starting with the letters on the dice that you can link to the Silhouetted images. Try to be as creative as you can with your words. You can find the more obvious things but also go for more imaginative words to outwit your opponents.

For example on this Pirate Card, there are things that are easier to spot listed on the left, but more creative words on the right. Imagine the shadows as real images, what would hide inside?

## THERE ARE THREE DIFFERENT WAYS TO PLAY:

### GAME 1: SEE IT - SHOUT IT

Roll the three dice, flip over the timer and 2 Silhouetter cards.

**All players play at the same time.** Try to shout out a word that relates to any of the Silhouetted images. Unless another player contests your word, grab a **black** token. Keep shouting words, once all the black tokens are used, move onto the **white** tokens, and finally the **red** token.

The black tokens are worth 1 point each, the white tokens are worth 2 points and the red token is worth 4 points. So as you shout out words

you need to try and watch how many are left. If all the black tokens run out then try to be ready with another word to grab a white one. As more words are shouted, it becomes harder to find words with the time left. After the time runs out, or the red token is won, each player adds up their score. Make a note of your score and play again.

### The Winner

The first player to reach 30 points wins the game. For a longer game set a higher total. Note: For 2 players use 6 black, 3 white and 1 red tokens.

### GAME 2: SEE IT - WRITE IT

Grab a pencil and paper each. Roll the three dice, flip over the timer and 2 Silhouetter cards. **All players play at the same time.** Write down as many words as you can that relate to any of the images. This game plays for 2 minutes so flip the timer when it reaches one minute.

### The Winner

After 2 minutes, take turns to read out your words. Score 1 point for any **unique** word. If players share a word it does not score. The player with the longest unique word scores +2 points. If two or more different longest words are the same length they all score.

### GAME 3: SEE IT - PASS IT

Flip over 2 cards. Each player starts with 3 tokens (of any colour). On your turn roll any **one** dice. **Players take it in turns to shout out one word.** You get 10 seconds to find a word using the letter you rolled at the start of your turn. It cannot be a word that has been said before in this game. Play passes from one player to the next, re-roll **any** one dice on your turn. When a player cannot find a word they lose a token.

**The Winner** is the last player left with a token.

