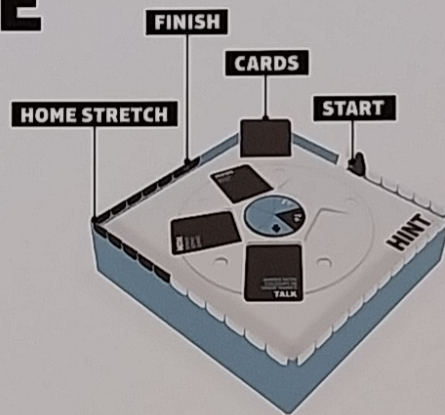


GAME GUIDE

WHAT IS THE GAME ABOUT? HINT is about hinting to your team-mates what YOU know. You can hint by talking, drawing, miming or humming.

The better you are at hinting, the faster you can advance. But be careful about wild guesses, because there are things you are NOT allowed to guess! The teams take turns and the first one to make it to the finish space wins.

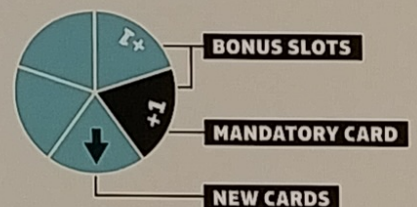
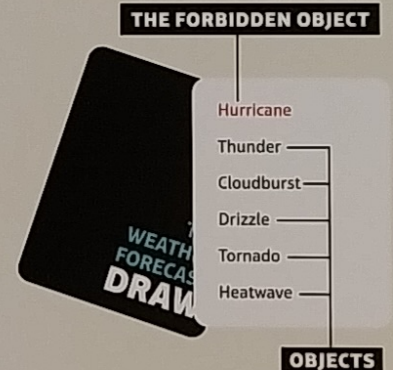
GET READY. Place three cards in the wheel as shown. Split into two teams. The team with the youngest player hints first.



HOW TO PLAY

We suggest that you start playing right away and follow the seven steps below on your turn. Flip over these instructions if you need more information along the way.

- 1 CHOOSE A CARD FROM THE WHEEL.** Each card shows its challenge and whether you have to talk, draw, mime or hum. Don't turn over the card yet.
- 2 CHOOSE WHO WILL GIVE THE HINTS.** If you're hinting, turn over the card and look at the five objects you need your team to guess. Do not read them out.
- 3 FLIP THE SAND TIMER AND GO! IT'S TIME TO HINT AND GUESS.** Draw, talk, mime or hum hints to get your team-mates to guess as many of the five objects as possible in 90 seconds. Remember, you DO NOT want them to guess the forbidden object. The team gets 1 point for EACH correctly guessed object and loses 2 points if the team-mates guess the forbidden object.
- 4 WHEN TIME IS UP,** the opposition can try to guess an unnamed object. They get ONE guess. They score 1 point if they guess correctly and lose 2 points if they got it wrong. If they guess the forbidden object, they score 2 points.
- 5 ADVANCE YOUR PLAYING PIECES** clockwise according to the points awarded.
- 6 TURN THE WHEEL** 1 notch clockwise. Some cards might move into the bonus zone.
- 7 PUT A NEW CARD** in the slot where the arrow is pointing. That's the end of the turn, and it's now your opponent's turn to hint. If they choose a card from the blue bonus slot, they can advance one extra space. If there is a card on the black bonus slot, they MUST take this card and can advance one extra space.



HOW TO HINT AND GUESS

On your turn, you can choose which team-mate will give the hints. Draw, talk, mime or hum hints to get your team to guess as many of the five objects as possible in 90 seconds. Remember, you DO NOT want them to guess the forbidden object. Objects can be hinted at and guessed in any order.

The team gets 1 point for each correctly guessed object. If the team guesses the forbidden object, it loses 2 points.

IN GENERAL: You can communicate with your team to confirm and refute guesses. You can communicate numbers and symbols, but you cannot communicate any letters. If rules are violated, the playing team cannot get a point for a guessed object. However, the opposing team can get a point if the team guesses the object when time is up.

DRAW: You cannot make sounds or gesticulate at all, you can only draw on the whiteboard.

TALK: You cannot gesticulate in any way or say the objects. No translations and no rhymes either.

MIME: You cannot make any sounds, but you can use your entire body to mime.

HUM: You can hum, whistle and sing la-la-la, but you cannot talk or gesticulate at all. You can hum other songs than the ones written on the card.

HOW THE OPPOSING TEAM GUESSES

When time is up, the opposing team can try and guess an unnamed object. They get ONE guess.

They get 1 point if they guess correctly, and they lose 1 point if they guess incorrectly. If they guess the forbidden object, they get 2 points.

Hurricane	2 POINTS
Thunder	
Cloudburst	1 POINT

HOW THE WHEEL WORKS

At the start of each turn, the wheel must have three cards in it. The new card is always placed in the slot where the arrow is pointing.

If you choose a card from the blue +1 bonus slot, your playing piece will advance one extra space.

The black +1 bonus slot means you MUST take this card if it's your team's turn AND your playing piece will advance one extra space.

EXAMPLE



1. The playing team chooses card C.



2. Turn the wheel one notch clockwise and put a new card, D, into the slot. The next team chooses card A.



3. Turn the wheel one notch clockwise and put a new card, E, into the slot. The next team chooses card D.



4. Turn the wheel one notch clockwise and put a new card, F, into the slot. The next team MUST take card B because it's in the black +1 bonus slot.

HOME STRETCH AND FINALE

The winning team is the team that reaches the finish space first.

When your playing piece is on the home stretch of the track, your opponents choose your challenge unless there's a card in the black bonus slot, in which case you must take that card.

Both teams have the right to the same number of rounds: each picks a card from the deck to hint and guess. When time is up, the opposing team can make ONE guess as usual. The team that gets the most points wins the game. If necessary, the process is repeated until you have found a winning team.

HOME STRETCH



HOW TO MOVE

PLAYING TEAM

- +1 Point for each correctly guessed object.
- +1 Extra point for taking a card from a bonus slot.
- 2 Points for guessing the forbidden object.

OPPOSING TEAM

- +1 Point for correctly guessing an object.
- +2 Points for guessing the forbidden object.
- 1 Points for incorrectly guessing an object.

EXAMPLE

The playing team takes a card from a bonus slot (+1) and correctly guesses 4 objects (+4), but they also guess the forbidden object (-2). Therefore, they get 3 points and advance their playing piece 3 spaces (+1+4-2=3). The opposing team guesses the object that the playing team didn't guess. They get 1 point and advance their playing piece 1 space.