

LISTOGRAPHY

THE GAME

For 3 to 6 players, ages 12 and up

CONTENTS: 300 cards, game board, 6 player tokens, sand timer, 6 list pads.

OBJECT: Everyone creates and shares lists. Sometimes you want the items on your list to match other players' answers, sometimes you don't. The first player to reach the end of the game board is the winner.

SETUP:

- Place the game board in the center of the table and a token for each player on the START space.
- Place the cards in reach of all players.
- Make sure each player has a pad and a pencil.

OVERVIEW: There are three different list-making activities: **One-on-One**, **Threefold**, and **Forgotten Four**. Each activity has its own simple rules and its own way to score. During the game, you will play one of these activities, then share your lists, count your points, and move your token on the game board. Repeat the process until a player reaches the WIN space.

HOW TO PLAY: This game is comprised of rounds in which everyone plays. Players take turns drawing cards.

- Draw the first card from one of the card boxes and read the instructions on the card out loud. Then read the list topic out loud and start the timer.
- When time is up, tally the points as instructed, and move the tokens on the game board according to the number of points scored.
- Continue drawing cards and making lists until one or more players reach the WIN space.

BONUS SPACES (+2): If at the end of a round, your token lands on a +2 space that matches your token color, move forward two extra spaces.

WINNING: The first player to reach the WIN space is the winner. If more than one player reaches the WIN space, then the player who went the furthest past the space is the winner.

LIST-MAKING ACTIVITIES

ONE-ON-ONE: Start the timer, then write up to 10 answers before time runs out. Try to match only 1 other player. **SCORING:** Move your token 1 space for every answer you wrote that matches 1, and only 1, other player. If an answer matches 2 or more players, it doesn't count.

THREEFOLD: Start the timer, then write up to 3 answers before time runs out. Try to match as MANY players as possible. **SCORING:** Move your token 1 space for every time one of your answers appears on another player's list. For example, if you write an answer that appears on 3 other lists, move 3 spaces.

FORGOTTEN FOUR: Start the timer, then write up to 4 answers before time runs out. Try to match no other players. **SCORING:** Move your token 1 space for every valid answer you wrote that NO other player wrote.