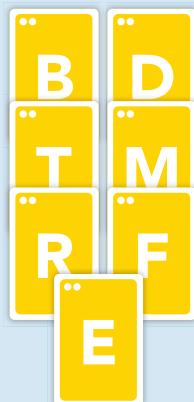


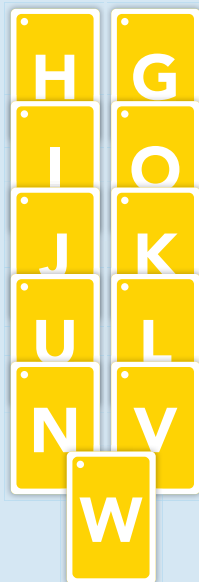
Letter Cards distribution



2 each of B, D,
T, M, R, F and E

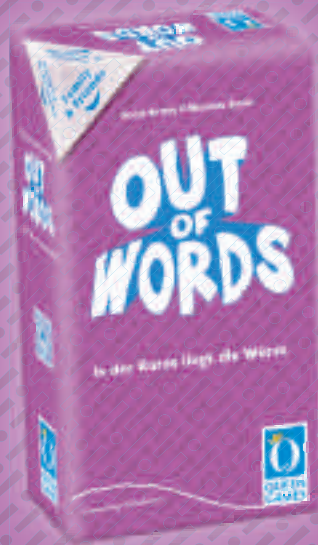


3 each of C, S,
P and A



1 each of H, G, I, O, J, K,
U, L, N, V and W

OUT OF WORDS



Play the Original!

End of the game:

Whoever now has the speech bubble starts the next round.

The game ends when the last letter has been cleared from the grid.
Now count the guess cards you've collected as a team!

0-12 cards:

So close! Try again and improve your team synergy!

13-14 cards:

You made it! You put your heads together and won as a team!

15-19 cards:

A team of movie and music buffs! Your knowledge and creativity are impressive!

20-24 cards:

You're walking encyclopedias – too good for this game!

25-36 cards:

The stuff legends are made of ;)

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OUT OF WORDS

For 2-10 players,
20-30 minutes,
ages 10+

Scott Brady &
Mike Davis

MUSIC & MOVIES

Content:



Concept:

Work together to guess as many actors, movies, artists, and songs as you can before you run out of letters on the table. Guess 13 or more terms in total and you win!

Setup:

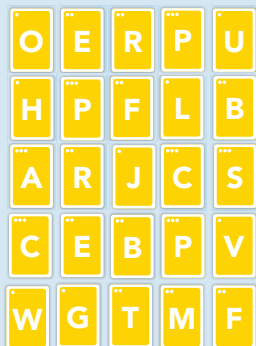
1. Shuffle the guess cards:

Shuffle the guess cards and place them as a face-down draw pile.



2. Lay out the letter cards:

Shuffle the letter cards and lay 25 of them face up on the table in a 5x5 grid. Place the remaining cards as a face-down pile next to the grid.



3. Assign roles:

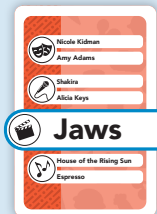
Whoever watches the most movies and listens to the most music takes the speech bubble and gets to give the first clues. Everyone else forms the guessing team. The player to the left of the speech bubble takes the megaphone.



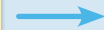
Gameplay:

Each round always follows the same steps:

1. If you have the speech bubble, draw the top card from the guess card draw pile into your hand, so the others can't see it. The category now showing on top of the draw pile tells you what you must explain to the others. Each category has two terms on your card. You decide which of the two you want to explain. If neither term means anything to you, or nothing good comes to mind, you may once put the card back in the box and draw a new one. Again, the card on top of the draw pile sets the category – and this time you must explain one of the two terms!



2. Choose a letter from the display and tilt the card slightly to show that it has been used. Then give your team a clue consisting of exactly one word that must begin with that letter.



Shark

Keep the following rules in mind:

Not allowed:

- Saying the secret term (or part of it)
- Translating the term (or part of it) into another language

Allowed:

- Proper names and compound words
- The clue word may be from any language

3. The guessing team discusses openly and then gives you one shared answer. If the team can't agree, the player with the megaphone has the final say.

Guessed wrong? No worries! Following the same principle, give a new clue with another letter. Tilt that card too, so you can always keep track of which letters have been used for clues.

Guessed right? Great! You keep the guess card as a point. Collect your points in a separate pile.

Giving up? After at least three clues, the team can agree to give up the round to save letters. The guess card then goes back into the box.

A round also ends if the term hasn't been guessed after 5 clues. Here too, put the guess card back into the box.

End of round:

All letter cards you tilted go back into the box.

Special case: If you guessed the term after just a single clue, take the top letter from the face-down pile and place it in the grid where the letter you just removed was, as long as any remain in the pile. Great performances deserve a reward!

New round, fresh luck!

Pass the speech bubble to the next player clockwise. The megaphone also passes to the left.

Whoever now has the speech bubble starts the next round.