# HOW TO PLAY





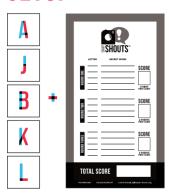
#### Contains:

- 104 nicture cards 30 letter cards
- 1 nad of answer sheets
- 1 60-second sand timer

# **OBJECT**

Earn the most points by (1) having players guess the secret words you have assigned to your picture cards and (2) correctly guessing the secret words other players have assigned to their picture cards.

### SFTIIP



First, decide if you are going to use the picture cards with the Black border or the White border. All players must then use the pictures on that side of their cards. Shuffle the picture cards and the letter cards. Deal 5 picture cards and 5 letter cards to each player. Give each player an answer sheet and a pen or pencil. Write down the 5 letters shown on vour letter cards on your answer sheet. putting each letter on a different line.

# **LET'S PLAY!**

Each player examines their 5 picture cards, and then looks at the 5 letters on their answer sheet. Every player will have to choose a secret word that best describes each one of their 5 pictures from one of the 5 letters.

#### FOR EXAMPLE

Let's say you have these letters and pictures in your hand:



You could pair the letter B with the image of the sky for BLUE. or the dog for BARK, or maybe even the baby's foot for BARY.



But remember, you may only use each letter once, so you must choose the best letter to describe each picture. So, if you think the B for baby is your strongest choice, you may want to choose that pair and save the dog and sky pics for another letter.

Do this for each picture card until you have 5 words on you answer sheet.

After you have written one word on your answer sheet for all 5 of your picture cards. organize the cards by putting the letter cards FACE DOWN on top of the corresponding picture cards. Also, make sure you turn your answer sheet over so no one will see what you have written.

Once each player has finished writing their 5 secret words, it's time to start guessing. The youngest player goes first. To begin, flip over the 60-second sand timer. Next, reveal the first picture/letter card pair. Everyone else tries to guess the secret word assigned to that picture by shouting out their guesses! The letter card tells them what the secret word will begin with.

NOTE: You may reveal your picture cards in any order you wish, but it's best to reveal the picture cards you feel will be the easiest to guess first and the hardest to guess last.

Once a player correctly guesses the secret word, that player takes the picture card and you keep the letter card (place these cards face up in front of you to form your score pile). Quickly reveal the next picture/letter card pair and continue in this manner until all five of your secret words have been guessed or you run out of time.

If players are having a difficult time quessing a particular picture card, you may pass and move on to the next card, then come back to it later.

Once time is up, turn your answer sheet over to verify all correctly guessed answers. and discard any unused cards. This ends your turn and play passes clockwise to the next player.

# HOW TO PLAY SHOUTS\*\*



#### **Contains:**

194 picture cards 30 letter cards

- 1 pad of answer sheets
- 1 60-second sand timer

# **SCORING**

After all players have had a turn, the round is over. Count the number of both letter and picture cards in your score pile. You earn a number of points for each card based on the round.

- Round 1 1 point per card
- Round 2 2 points per card
- Round 3 3 points per card

Record your points on your record sheet. Discard all picture cards used in the round. Take the letter cards used in the round and add them back into to the letter card deck, reshuffle them, and then deal five new letter cards and five new picture cards to each player to start the next round.

# **WINNING THE GAME**

The game ends after three rounds. Find your total score by adding up the points you earned during each round of play. The player with the most points wins.

