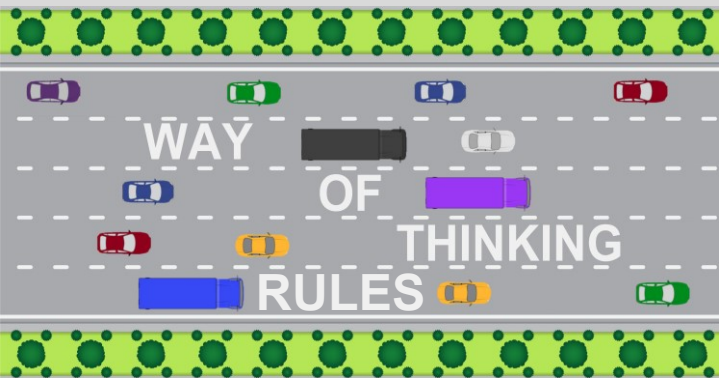






Goal of the game:

Create logically connected sequences of words from dealt cards, guess each other's sequences, COLLECTIVELY score as many points as you can.

What is a logical sequence.

Each player's objective will be to create a sequence that is as easy to guess for other players as possible.

It is not advised to create a story with the words or to have all of the words connected to each other. The aim is to have adjacent words with strong logical connections. They all form a single line on the dark grey lane on the player board. Here is an example sequence.



Tree is connected to apple because apples grow on trees. Apple is connected to juice because juice can be made from apples. Juice is connected to drink because you can drink juice. Drink is connected to rum because rum is a drink. Rum is connected to pirate because pirates drink rum.

From now on we will refer to your sequence as your *way of thinking*.

How to play:

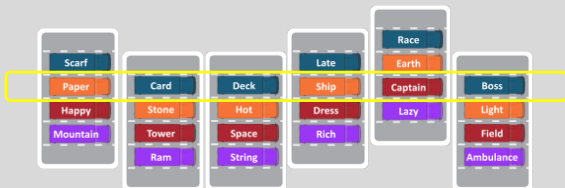
STEP 1:

All players receive a screen and 7 random cards.



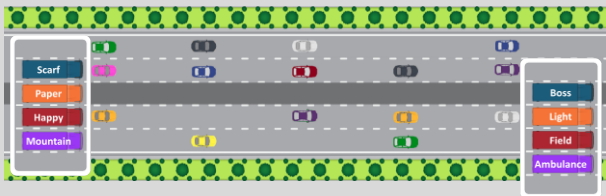
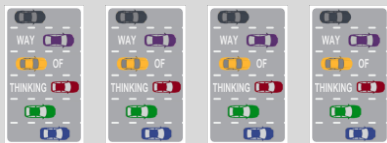


Simultaneously and in secret each player creates their **way of thinking**. It should be a minimum of 4 and a maximum of 6 words.



At any point during this phase each player can discard any number of cards from their hand and draw the same number of cards into their hand. Each player gets to do that only **ONCE** and cannot get any of the discarded cards back.

Once you are ready, remember your sequence (you can take a photo with your phone), then take the middle cards, shuffle them and place face down in front of you. Leave the first and the last card of your sequence on the table. Return cards that you haven't used back to the box. When all players reach that stage proceed to step 2.



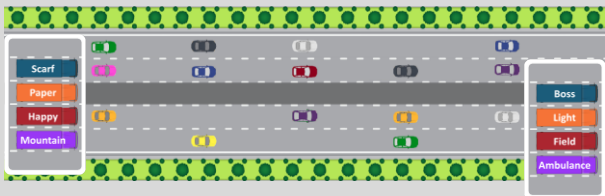
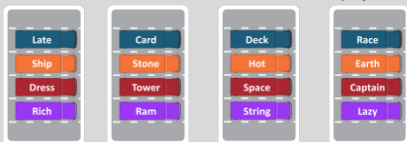


STEP 2:

All players flatten their screens to create the base for their *way of thinking*. On that base, on each end, line up the first and the last word of your *way of thinking*. The correct word should be on the **dark grey lane**.

Select one player at random.

That player reveals the shuffled middle cards of their *way of thinking*.



All other players decide which word should fill each spot.

Discussion is allowed and encouraged.

The player that has created the current way of thinking is not allowed to give any hints. That includes gestures, eye rolls and sighs.

Once guessing players are in agreement, they line up the words on the dark grey lane.





If all of the words have been guessed correctly the creator informs other players of this and places a 2-point token on each guessed word. If not, the player that has created the *way of thinking* now can give hints by placing available double-sided tokens above chosen cards. They are allowed to use a number of tokens equal to the total length of their *way of thinking* minus three. (use 3 tokens for a 6-word way of thinking, 2 tokens for 5-word way of thinking and 1 token for 4-word)



Card is correct

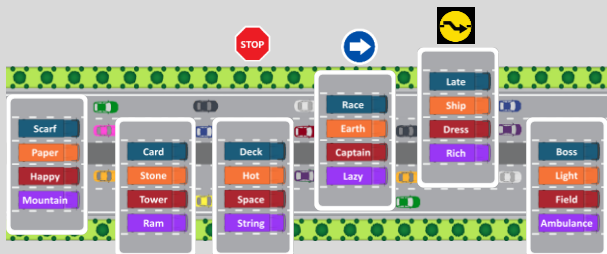


Move card up or down



Move card right or left

More detailed description of the tokens is included at the end of the rules and can be used as a reminder during play.



With received hints players guess the correct order for the second time and once agreed they line up the words on the dark grey lane.



After the second guess, player that has created the *way of thinking* now reveals which words have been guessed correctly (words that are correct and in the right spot along the *way of thinking*)

2

The words that have been guessed before receiving the hints are marked with a 2-point token.

1

The words that have been guessed after receiving the hints are marked with a 1-point token.

The words that have been guessed incorrectly receive no tokens.
Step 2 is repeated until all players' *ways of thinking* have points assigned.

Step 3.

Scoring. You score collectively as one team. Sum up all the points assigned to the cards and see how well you did, comparing to the maximum score for the player count, which you can find on the backs of your screens. Cars at the top represent the player count.



Variants:

Live-hint variant (recommended for 2 players or for faster play)

In step 2, instead of taking 2 attempts at guessing, take a single attempt, with a 3 minute time limit. Player or players guessing the sequence place the cards on spots they think are correct, they can discuss and comment out loud, and the creator of the *way of thinking* can place down the hint tokens whenever they want, to suggest changes. There is still a limit to using each token once as well as no other communication allowed from the creator.

Advanced mode:

During step 1, players start with 7 cards and **MUST** create a 6 word sequence (not less). A player can exchange cards once, but they must take 1 additional card and place it face down in front of them. During step 2, players without a face down card can use 3 hint tokens and players with a face down card can use 2 hint tokens.

Team Game

If there is an even number of players you can divide into 2 teams and compete against each other. Each team plays steps 1 and 2 exactly the same. The two teams can play simultaneously as if two separate games or player by player with competing teams observing each other's efforts. In step 3 each team counts scores separately and the team with the better score wins.

Semi-competitive mode:

Play step 1 and step 2 as normal. In step 3, leave all *ways of thinking* on the table. Each player takes an additional 2 point token and places it in front of them. Then hiding it from other players behind their hand, players point the top of the "2" towards a player whose sequence they liked the most. Once everyone is ready the tokens are revealed and each player sums up the points on their sequence, plus the tokens pointing towards them. The player with most points wins.

WAY OF THINKING



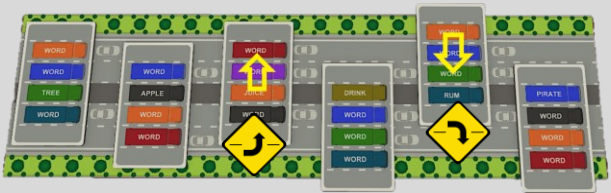
The card is in exactly the right spot. (Correct word has been used and it is in the right spot along the way of thinking)



The whole card should be moved up. No indication how many rows. This does not mean that it is in the correct space along the way of thinking.



The whole card should be moved down. No indication how many rows. This does not mean that it is in the correct space along the way of thinking.



The whole card should be moved right. No indication how many spaces. This does not mean that the selected word is correct.



The whole card should be moved left. No indication how many spaces. This does not mean that the selected word is correct.

