

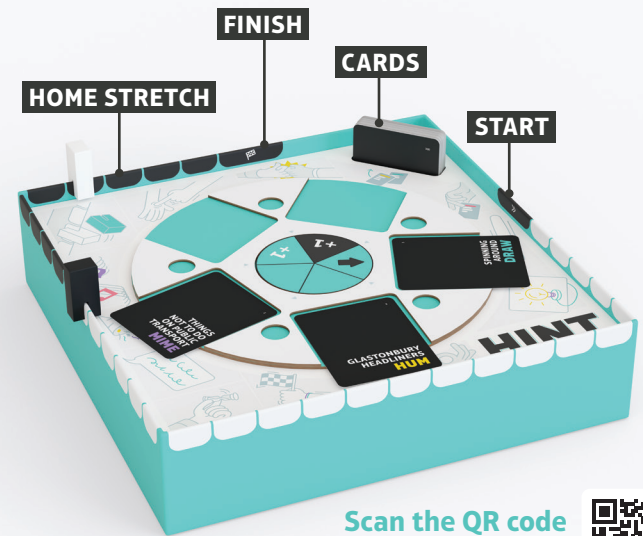
GAME GUIDE

WHAT IS THE GAME ABOUT? HINT is about hinting to your teammates 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. Take a card pile and put the game board back in the box. Place three cards in the wheel as shown and place the rest of the pile in the hole. Split into two teams and place your playing pieces on the Start space located on the edge of the game box. The team with the youngest player hints first.



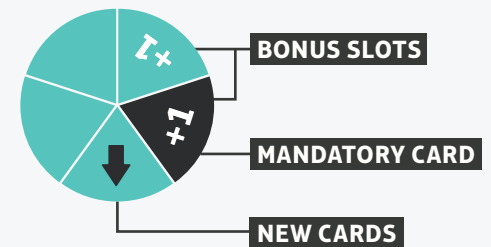
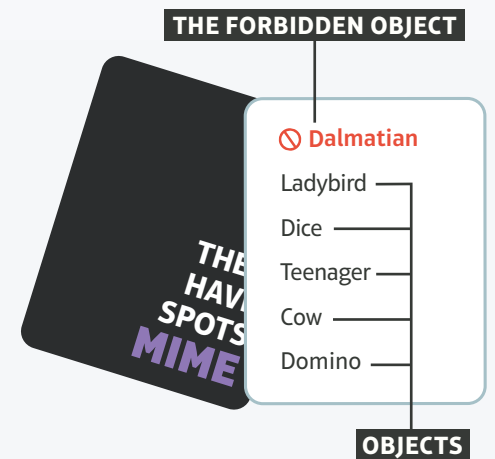
Scan the QR code for video rules



HOW TO PLAY

Follow the seven steps below on your turn. Flip these instructions over 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 the card over yet.
- 2 CHOOSE WHO WILL GIVE THE HINTS.** That player turns the card over and looks at the five objects that the rest of the team will have to guess.
- 3 FLIP THE SAND TIMER AND IT'S TIME TO HINT AND GUESS!** 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. The team gets **1 point** for EACH correctly guessed object and loses **2 points** if the teammates say 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 right and lose **1 point** if they get it wrong. If they guess the forbidden object, they score **2 points**.
- 5 ADVANCE YOUR PLAYING PIECES** according to the points awarded.
- 6 TURN THE WHEEL** one 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 your 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 immediately. If there is a card on the black bonus slot, they **MUST** take this card and can advance one extra space immediately.



HOW TO HINT AND GUESS



On your turn, choose which teammate 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 says 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 the rules are violated, the playing team doesn't get a point for that guessed object. However, the opposing team can get a point if they guess the object when time is up.

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

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 nonsense sounds like 'la-di-da'. You can hum to the words or the instruments, and even hum songs that aren't on the card, if that helps. You cannot talk or gesticulate at all.

HOW THE OPPOSING TEAM GUESSES

When time is up, the opposing team can try to guess an unnamed object.

They get one guess. They get **1 point** if they guess right, and they lose **1 point** if they guess wrong. If they guess the forbidden object, they get **2 points**.



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 immediately.

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 immediately.

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

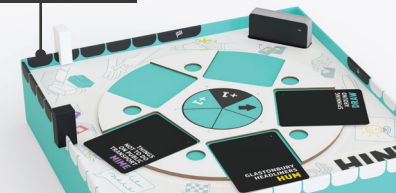


The winning team is the team that reaches the Finish space first.

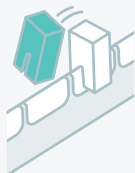
When your playing piece is on the home stretch of the track, your opponents choose your card, **UNLESS** there's a card in the black bonus slot, in which case you must take that card.

Both teams get the same number of rounds. If both teams reach the Finish space after the same number of rounds, both draw a card from the deck to hint and guess. When time is up, the opposing team can make one guess. The team that gets the most points wins the game. If necessary, the process is repeated until a winning team is declared.

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 saying the forbidden object.

OPPOSING TEAM

- +1 point for correctly guessing an object.
- +2 points for correctly guessing the forbidden object.
- 1 point for incorrectly guessing an object.

EXAMPLE

The playing team takes a card from a bonus slot (+1) and correctly guesses four objects (+4), but they also say the forbidden object (-2). Therefore, they get **3 points** and advance their playing piece three 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 one space.