



MOODBOXTM
GAMES



GUESS THE MESSTM

HOW TO PLAY



OBJECT AND OVERVIEW

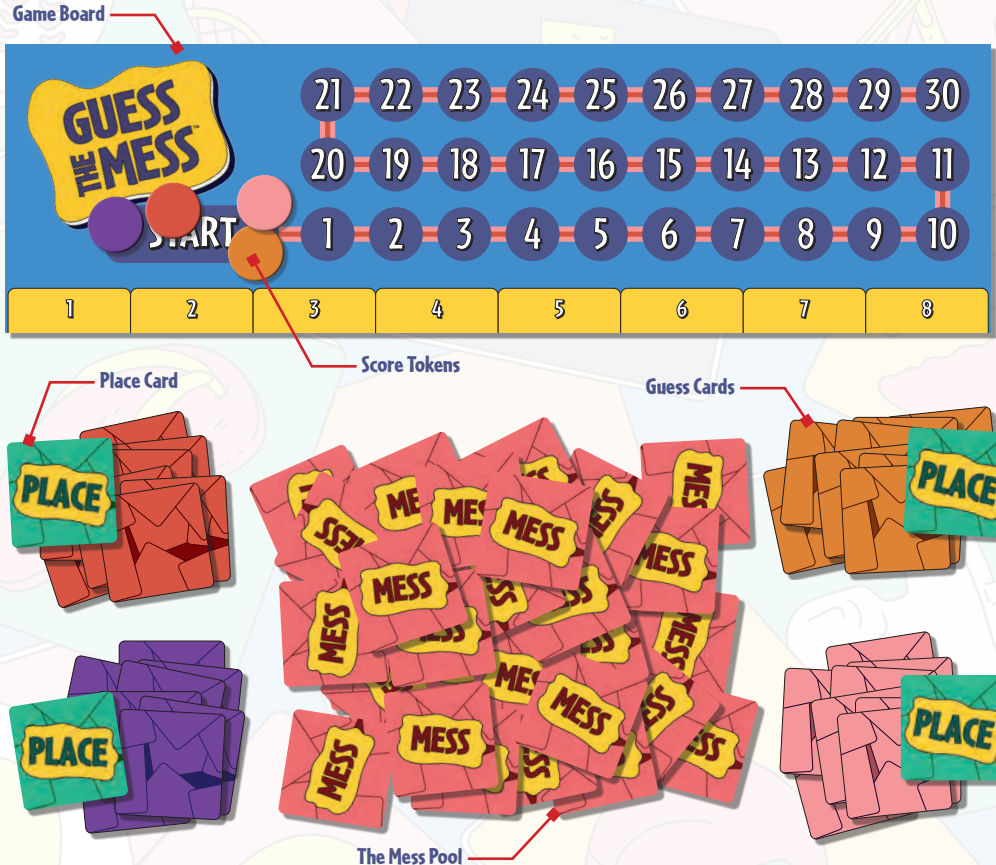
Guess the Mess is played in rounds. Each round, dig through the "Mess Pool" to find items that match your secret place. Pass your "Mess" to another player to guess. Earn points when you guess correctly and when others guess your Mess. After five rounds, the player with the most points wins.



asmodee[®]

INCLUDES:

290 Mess Cards • 90 Place Cards • 6 Score Tokens
6 Sets of Guess Cards • Game Board • Rules



SETUP

1. Place the **Game Board** on the table where all players can easily see it. (Do not put it in the center of the table, as this is where the Mess gets spread out.)
2. Each player takes a **Score Token** and **Guess Cards** of the same color and puts the token on the board.
3. Choose one player to be the “Mess-enger” throughout the game and give them the deck of **Place Cards**. (In addition to playing, the Mess-enger handles distributing, collecting, shuffling, and displaying the **Place Cards** for the whole game.)
4. Spread all **Mess Cards** face down in the center to create the **Mess Pool**.
5. Set a timer for 2 minutes. (For a bigger challenge, reduce Dig time to 90 seconds.)

HOW TO PLAY EACH ROUND

Guess the Mess is played in rounds. Each round follows these steps:

PLACES EVERYONE!

The Mess-enger deals 1 Place Card face down to each player, including themselves. Players look at their own card and keep it secret.

DIG!

When everyone is ready, one player starts the timer and shouts, "Dig!"

All players simultaneously dig through the Mess Pool to find items that might be found at their secret Place.

- Select a card from anywhere in the Mess Pool and look at it.
- You may use both hands, but each hand can hold only one card at a time.
- If you want to keep a card, place it face down in front of yourself. If you don't want a card, place it back in the Mess Pool face down and keep digging.
- Once you place a card in front of yourself, you must keep it.
- Collect as many cards as you want; there is no limit.
- When the timer runs out, all players must immediately stop looking through the Mess Pool.

If a player doesn't collect any cards for their Mess, they draw a random card from the Mess Pool and keep it as their Mess.



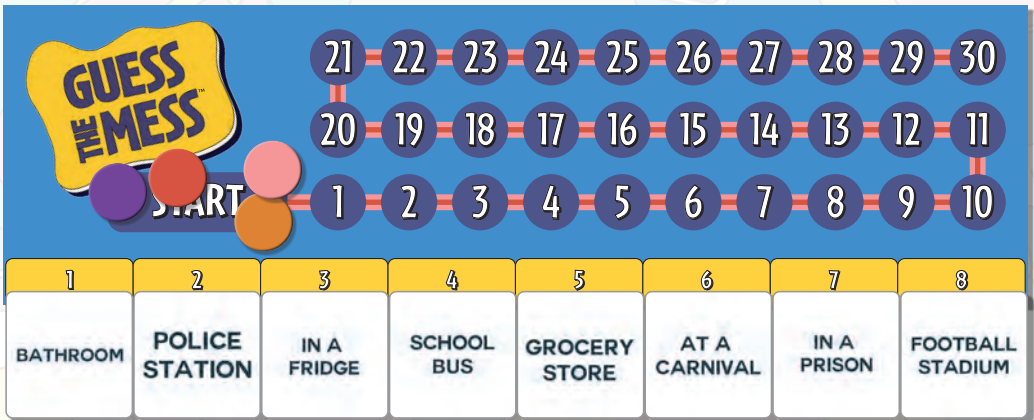
COLLECT AND PASS!

The Mess-enger collects all the Place Cards from the players (keeping them face down) and draws extra Place Cards from the box until there are 8 total cards. For example, if there are 5 players, the Mess-enger draws 3 random Place Cards for a total of 8 cards. Shuffle all 8 cards and place them face up in the numbered slots across the game board.

Players gather their own Mess and pass it to another player:

- **Round 1:** Pass your Mess to the person to your immediate left
- **Round 2:** Pass to the player 2 seats to your left
- **Round 3:** Pass to the player 3 seats to your left

...and so on.



If playing with fewer than 5 players, in a round where you would receive your own Mess, pass it to the player to your immediate left and continue the rotation from there.

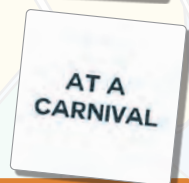


GUESS!

When you receive another player's Mess, place the cards face up in front of you. This is the Mess you'll guess. Try to match it to one of the 8 Place Cards on the board using its corresponding number.

Study the cards and secretly choose up to three guesses:

- Stack your Guess Cards face down with first choice on top, then your second, then third.
- Players take turns sharing the Messes and flipping their guesses one at a time.
- The Mess Maker tells you whether your guess is correct.
- If wrong, reveal the next card until you have a correct guess or run out of guesses.



SCORE!

Both the Mess Maker and the Guesser earn points.

Move the players' Score Tokens on the game board the appropriate number of points.

First guess correct	Both players earn 3 points
Second guess correct	Both players earn 2 points
Third guess correct	Both players earn 1 point
0 correct guesses	0 points

END OF THE ROUND

Return all used Mess Cards face down to the Mess Pool and mix well. Try to bring cards from the bottom of the Mess Pool to the top so that new cards will be discovered.

The Mess-enger sets aside the used Place Cards and deals a new Place Card to each player. The next round begins!

END OF THE GAME

After the fifth round, the game ends. The player with the most points wins!

If there is a tie, play additional rounds until there is a clear winner.



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