Just One is a cooperative party game where you get other players to guess Mystery Words by writing secret clues on your easel.
Choose carefully though, since any identical clues will be canceled!

After 13 cards, determine your score and try to set a new record each time you play.

Setup

1. Give each player an **easel** and an **erasable pencil** of the same color, and one cloth.
2. Shuffle the cards and **take 13** at random to make a facedown deck in the middle of the table.
3. Randomly choose a player to be the first **active player**.

Setup example for 5 players



8+ 3-7 20'

Contents: *110 cards • 7 easels • 7 erasable pencils*
7 cloths • this rulebook

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Gameplay

The game plays over several rounds and ends once the deck of 13 cards is empty.
Each round has **5 phases**:

1 Select the Mystery Word

The active player takes the top card of the deck **without looking at it** and places it on their easel so that all other players can read it.

They then announce a **number between 1 and 5**.
The corresponding word is this round's Mystery Word that the active player will have to guess.

Note: *If you don't know the Mystery Word, you can ask the active player to choose a different number.*



The lip of the easel holds the card up.

2 Write clues

Everyone, except for the active player, **secretly** writes a clue on their easel.
This clue must be no more than a **single word** and must also be **valid**.

The following are considered to be valid clues: a compound word (merry-go-round), a proper noun (Sherlock, Red Bull), number (007), onomatopoeia (Riiing), acronym (FBI), or special character ($).

Invalid clues

- The Mystery Word written in a different language (*Vert* to guess *Green*)
- A word in the same family as the Mystery Word (*Princess* to guess *Prince*)
- A made-up word (*Cuppajo* to guess *Coffee*)
- A homophone of the Mystery Word (*Whether* to guess *Weather*)

3 Compare clues

Once everyone has written their clue, the active player **closes their eyes**.

Then reveal your easel and compare your clue to the other players'. **Any identical or invalid clues** (see pg.2) **are canceled**.

Note: *If all the clues are canceled, place the Mystery Word card in the game box and continue directly to phase 5 (End of the round).*



Hide a canceled clue by laying your easel down on the table.

Identical clues

- Identical words (*Apple* and *Apple*)
- Words in the same family (*Japan* and *Japanese*)
- The same words in the singular and plural (*Horse* and *Horses*)
- The same words with spelling mistakes (*Rhythm* and *Rythem*)

4 Guess

After all identical (or invalid) clues have been canceled, ask the active player to **open their eyes**. They can now guess the Mystery Word from the remaining clues.

To do so, they can only make **a single** guess, or they can choose to pass instead.

✓ **Correct guess:** If the active player discovered the Mystery Word, the round is **won**. Place the card faceup next to the deck.

••• **Pass:** If the active player chooses to pass, the round is **lost**. Put the card back in the box.

✗ **Incorrect guess:** If the active player makes an incorrect guess, the round is **lost twice**. Put this card **and** the top card of the deck back in the box.

Note: *If there are no cards left in the deck, remove a previously won card, if possible.*

5 End of the round

Take your easel back and erase your clue with your cloth. The player to the left of the active player becomes the new active player and a new round begins.

End of the Game

The game ends once the deck of 13 cards is empty. Count the number of won cards and compare your score to the table below to discover your level.

Won cards	Level
0-3	**Eek...** What happened?
4-6	**Not bad.** You could certainly do better.
7-8	**Average.** It's a good start. Try again!
9-10	**Good.** A first step towards glory?
11	**Very good!** You should be proud!
12	**Impressive!** You are almost champions!
13	**Incredible!** A perfect score!

Variant for 3 and 4 players

With 3 and 4 players, the game plays with the same rules, but with the following changes:

- Each player takes **two easels**, except for the active player who only takes one to hold the card.
- When writing clues (phase 2), write a different clue on each of your easels. You therefore give **two clues each** instead of just one.

Scan & access benefits
My asmodee players only

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