

...say WHAT?!

INSTRUCTIONS

GAME COMPONENTS:

Word Action Cards
Play Action Cards

Two dice (one red, one white)
Sentence sheets

One-minute timer
Obscure word cards

OBJECT OF THE GAME:

Create a sentence using obscure and common words from the English dictionary. Whoever is judged to have the most creative expressions will win the game!

STARTING THE GAME:

One person will be designated as the Chair, and the Chair will draw one Play Action Card and one Obscure Word card. The chair must be careful not to show the obscure word definitions (the back side of the obscure word card) to the players.

Starting clockwise from the chair, each of the other players will draw one Word Action card and one Play Action card, face up.

Obscure word cards consist of six unusual words from the English dictionary (numbered 1-6), and it will include pronunciations and the part of speech (noun, verb, adjective, etc.).

Word Action cards consist of five types of common English words: [NOUN (#1), VERB (#2), ADJECTIVE (#3), PLACE (#4), ANIMAL (#5)], and a PLAYER'S CHOICE action (#6).

Play Action Cards consist of five types of cards: 'Player's Choice', 'Use three words total', 'Use four words total', 'Sneak Peek,' and 'Regular play.'

THE START OF A ROUND:

The chair will roll both dice. The number on the red die will correspond to which obscure word the chair assigns to other players, and this word must be used when constructing a sentence. The number on the white die will correspond to which word from the Word Action card players must include in the same sentence. If a '6' is rolled on the white die, this corresponds to the PLAYER'S CHOICE action. Players will choose which word they would like to use from their Word Action card for that round of play.

Players must also use their Play Action card for the round of play. If the Chair draws any Play Action card other than 'Player's Choice,' the play action card is discarded. All other players must use their Play Action card after the Chair rolls the Dice.

1. **Player's choice** – If the Chair has this card, the chair may choose which obscure word to assign to the players. If a player has this card and the Chair rolls a #1-5, the player will choose which word from the word action card will be used in a sentence.

2. **Use Three Words** – The player must write a sentence using the obscure word (based on the red die roll), the designated word type from the word action card (based on the white die roll), and use an additional word from the word action card which is the player's choice.
3. **Use Four Words** – The player must write a sentence using the obscure word (based on the red die roll), the designated word type from the word action card (based on the white die roll), and use two additional words from the word action card which is the player's choice.
4. **Sneak Peek** – A player may look at the obscure word definition from the Chair after the word is identified by the Chair and before the timer is set.
5. **Regular Play** – No additional actions must be taken for the round of play.

Players may request that the chair provide the spelling, part of speech, and pronunciation of the obscure word before the timed sentence construction play begins. Players must write all words down on their sentence sheet (but not their names!) before the timed sentence round begins.

TIMED SENTENCE CONSTRUCTION:

The chair flips timer. All Players except the chair will have one minute to construct a sentence on their blank sheets using all assigned words for the round of play (the obscure word, a designated word from the Word action card, and one or two more words depending on the drawn Play Action Card).

When time expires, all players except the chair must turn to each other to check that all assigned words were used in the created sentence. If a player is found not to have used all assigned words, that player may be disqualified from the round (note: players MAY use verbs in a different tense than what is listed on the word action cards).

Players will then hand their sentence sheets to the chair, who will mix up all submitted sheets.

DEFINITION REVEAL AND WINNING THE GAME:

The Chair will first reveal the definition of obscure word, and then read each submitted sentence with the obscure word. The Chair will then decide on his or her favorite submission.

The player who wins the round will receive the obscure word card from the Chair for **one point**.

If a player writes a sentence that is contextually correct with words that were used, that player automatically receives **one point**, regardless if it is the chair's favorite. The chair will draw an additional obscure word card, and hand it to the player.

If a player creates a sentence that is contextually correct with the words used AND it is voted by the Chair as the most favorite, that player receives two obscure word cards for **two points**.

The Chair will then discard the Play Action Card, and all other players will discard their Word Action and Play action cards. The person sitting clockwise to the chair will become the new chair for the next round of play. All other players (starting clockwise from the new chair) will then each draw a new word action and play action card for the next round of play.

The first player to reach **six points** wins the game!