

Call It Like You See It

Rules

offtopicgames.com/get-the-picture



Overview

Every card has a series of images that, when strung together, sound out the name of a famous person, historical figure, fictional character, or band. The back of each card has the correct answer. It's your job to call it like you see it and figure out who is represented on each card.







How To Play

Use the images on the cards to sound out the names of well-known people, characters, or bands. Sometimes the images sound out the name exactly, sometimes they're pretty close, especially if you say it fast! Finally, sometimes, you just take one syllable from a particular image. For example, a card that represents Kim Cattrall could start with a camera. In this case, camera = cam, which sounds like Kim. Get the picture?

Phew! Glad we cleared that up. Now, let's get started:

There are **three** ways to play this game, depending on the number of participants:

Option A: 2 Players

One person picks a random card, and the other must guess. Set your phone timer to two minutes and go! Then, switch roles and repeat. Whoever guesses the most correct during that time wins the round. Play as many rounds as you want; the player that wins the most rounds wins the game.

Option B: 3-6 Players

One person picks a random card, and it's everyone else's job to guess. Whoever gets it right keeps the card. The next card is drawn by another player, so everyone has a chance at the fun! There's no time limit for this option.

Option C: 6+ Players

Divide into two teams. Each team designates one card drawer and everyone else will be a guesser. Set your phone timer for two minutes, and play a round of drawing & guessing. Then repeat for the other team. After each team has played, count the number of correctly guessed cards. Whichever team got more right wins the round. Play as many rounds as you'd like, switching up the person in charge of drawing cards each time. The team that wins the most rounds wins the game!

What Happens If You Can't Figure Out A Card:

If you find yourself stuck on a card, it's okay to skip, but for every skipped card you lose a point from the amount you guessed correctly. For example, if you guessed 6 cards right but skipped three, then you only count three correct cards that round. This rule doesn't apply to play Option B.

Special Note: The cards are double sided for twice as much playability. The answers are on the reverse side. No peeking;)

Playing Tip: Say the words out loud as you're thinking them, rather than keeping it all in your head!