

HIT OR MISS™

The Game Where Great Minds Think Alike
3 to 8 players · Ages 10+

Contents

150 category cards
8 double-sided hit or miss cards
1 custom die
1 45-second sand timer

Overview

Quickly write down a list of items in a chosen category. Then roll the HIT or MISS die. If you roll a HIT, score points by correctly picking an item on your list that you think other players also wrote. If you roll a MISS, score by choosing one that you think only you wrote. The player with the highest score wins the game.

Setup

Each player should grab a piece of paper and a writing utensil. Give everyone a HIT or MISS card. Place the box bottom containing the category cards, along with the die and timer, in the middle of the playing area. Designate one player as scorekeeper and have them write all players' names on a separate sheet of paper.

How to Play

Whoever most recently made a list starts as the Leader. The Leader draws a card from the box and reads it aloud to the group. Another player starts the sand timer. As soon as the timer is turned, all players quickly write down as many items as they can think of that fit the category. When the timer runs out, everyone must immediately stop writing.



Scoring a Round

Starting with the Leader and moving to the left, each player takes a turn rolling the HIT or MISS die and takes one of the following actions:

(NOTE: In a 3 or 4 player game, each player takes two turns.)



1. If you roll a HIT, circle an item on your list that you think **many other players also wrote** and read it aloud to the group. The other players respond by placing their HIT or MISS cards in front of themselves HIT-side-up if they have a match on their list or

MISS-side-up if they don't. Score 1 point for each HIT card showing, and write the total next to your circled item. Each player with a HIT card showing also circles the item and scores just 1 point.





2. If you roll a MISS, circle an item on your list that you think **no one else wrote** and read it aloud to the group. The other players respond by placing their HIT or MISS cards HIT-side-up if they have a match or MISS-side-up if they don't. Score 1 point

for each MISS card showing, and write the total next to your circled item. Players with MISS cards don't receive points but any player with a HIT card showing scores 3 points for hitting on a miss!



3. If you roll the jester, you may **choose either** to read off a **HIT or MISS** from your list. First announce "HIT" or "MISS" to the group, then follow the directions above based on your choice.

After each player takes a turn, everyone totals their scores for the round and announces them to the scorekeeper. Start a new round with the player to the left of the Leader as the new Leader. Play continues as described above.

Notes

- You may only read an item from your list that has not already been read by another player.
- Before playing, it is suggested that all players agree on how strict to be about the exactness of matches. (*i.e. are synonyms acceptable?*)
- If an item is given that a player believes does not fit the category, all players should discuss the validity of the item and vote whether to accept the answer. Majority rules, with ties in favor of the challenged player.

Ending the Game

The game ends after each player has had one turn as the Leader. Whoever has the most points wins!

(NOTE: In a 3 or 4 player game, the game ends after each player has been the Leader twice.)

A Word from Gamewright

Had we included a category card titled "Great party games," *Hit or Miss* would surely be on the top of our list. We love how it incorporates many attributes that make a fun party game: strong player interaction, opportunities to be creative, as well as a good combination of luck and skill. **Strategy Tip:** This game rewards you both for individual creativity as well as for being in tune with what your opponents are thinking. Try to make sure you have both common *and* unique items on your list.



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