

WHAT WERE YOU THINKING?

COOPERATIVE MODE

WHICH MODE SHOULD I PLAY?



Play Cooperative Mode if this is your first time playing! Everyone is on the same team, and you'll win or lose together!

3+ Players
SEE OTHER SIDE FOR COMPETITIVE MODE

HEY DON'T READ THESE RULES!

Reading is the worst way to learn how to play a game. Instead, go watch our instructional video:



WWW.EXPLDINGKITTENS.COM/
WHATWEREYOUTHINKING/HOW

3+ Players ■ Ages 10+ ■ 15 Mins

Contents: 36 Letter Tiles ■ 100 Cards ■ 1 Board

WHAT IS THIS?

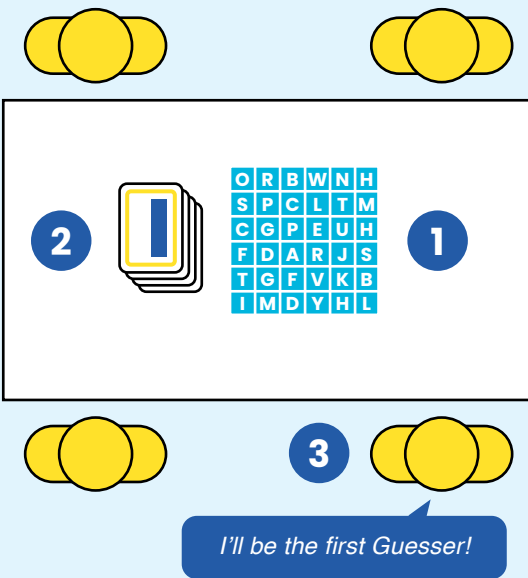
One person will be the Guesser, everyone else will look at a secret word, and then give clues using the FIRST LETTER Tiles on the Board. Score those tiles if the secret word is guessed correctly, and lose them if not!

GOAL

You all win if you flip 5 Tiles in a row.

SETUP

- 1 Shuffle the Letter Tiles and put them letter side up on the Board so the entire Board is filled. Then, place the Board in the middle of the table.
- 2 Each card has 4 words on it (numbered 1-4). Pick one number to use throughout the entire game. Then, shuffle the cards and place them with your chosen number face down to form a Draw Pile (leave some room for a Discard Pile).
- 3 Pick a player to be the first Guesser.



PLAYING THE GAME

The Guesser draws 1 card and holds it so that everyone can see it except for them. Next, the other players have to decide on a 2-word clue to get the Guesser to say the word on the card.



GIVING CLUES

All clues must consist of two words. The first letter of each word in your 2-word clue must be on the Board.

For example, if the secret word was “Penguin”, and you wanted to give the 2-word clue “Waddling Tuxedo”, the “W” (for “Waddling”) and “T” (for “Tuxedo”) Letter Tiles must be on the Board. Letter Tiles will be removed from the Board as the game progresses.

O	R	B	W	N	H
S	P	C	L	T	M
C	G	P	E	U	H
F	D	A	R	J	S
T	G	F	V	K	B
I	M	D	Y	H	L

YOUR CLUES CAN:

- ✓ Be **any** two words.
- ✓ Be words in any language.
- ✓ Be sung or said in any cadence.

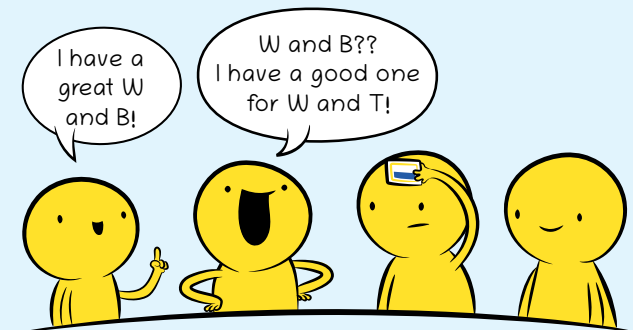
YOUR CLUES CAN'T:

- ✗ Contain the word, part of the word, or any form of the word that is on the card (in any language).
- ✗ Be accompanied by any gestures.

Remember: if it feels like cheating, it's cheating!

WHO GIVES THE CLUE?

You all have to decide on **ONE PLAYER** to give the 2-word clue! This means that before giving the clue, you're going to have very strange conversations that sounds like:



Have the conversation out loud, but follow the rules of the Clue Discussion (which you're about to read!)

THE CLUE DISCUSSION

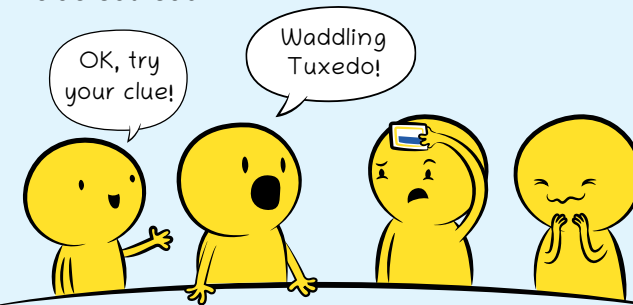
✓ YOU CAN:

- ✓ Discuss starting letters
 - ✓ Discuss your confidence
- You can say, "I'm 70% sure they'll guess it with my clue".*

✗ YOU CAN'T:

- ✗ Give hints
- You can't say, "My clue is about the brand name", or "My clue is a synonym of the secret word".*

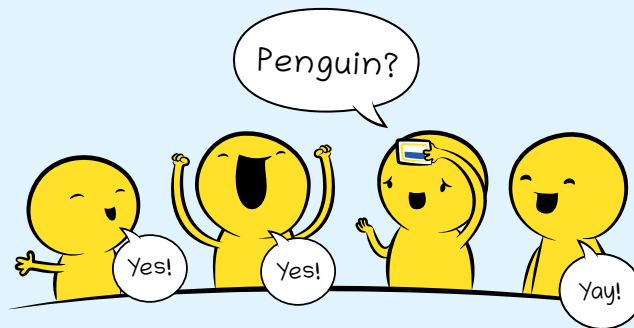
Once you've all agreed on which player will deliver the 2-word clue, that player says their clue out loud.



IF YOU GIVE AN INVALID CLUE, immediately remove any single Letter Tile from the Board, then start a new round.

GUESSING

The Guesser can only make one guess. The guess can only be a single word.



Remember: All secret words on all the cards are simple, single-word nouns.

IF THE GUESSER IS RIGHT:

Flip over the 2 Letter Tiles of the starting letters from the 2-word clue. If there are multiple Letter Tiles with the same letter, you get to choose which one of them to flip.

O	R	B		N	H
S	P	C	L		M
C	G	P	E	U	H
F	D	A	R	J	S
T	G	F	V	K	B
I	M	D	Y	H	L

For the clues “Waddling” and “Tuxedo”, you would flip the W and T Letter Tiles.

IF THE GUESSER IS WRONG:

Remove the 2 Letter Tiles from the Board.

ONCE A LETTER TILE HAS BEEN FLIPPED OR REMOVED, YOU CAN'T USE IT AGAIN!

(This means the game gets harder as you continue.)

1-WORD CLUES

You **CAN** give 1-word clues, however:

IF THE GUESSER IS RIGHT:

Flip over the single Letter Tile from the clue, **PLUS** any adjacent Letter Tile you'd like.

If the 1-word clue was “Princess”, and the guesser got it right, you'd get to flip over the P Letter Tile, plus any one of these tiles.

O	R	B	W	N	H
S	P	C	L	T	M
C	G	P	E	U	H
F	D	A	R	J	S
T	G	F	V	K	B
I	M	D	Y	H	L

If there are no adjacent Letter Tiles available, then you don't get to flip over an additional Letter Tile.

IF THE GUESSER IS WRONG:

Remove the single Letter Tile, **PLUS** any adjacent Letter Tile you'd like. If there are no adjacent Letter Tiles available, then you don't have to remove an additional Letter Tile.

ENDING YOUR TURN

After **flipping** or **removing** the Letter Tiles, it's time to start a new round with a new Guesser and a new card.

WINNING

You all win if you flip 5 Letter Tiles in a row, vertically, horizontally, or diagonally!

EXPERT MODE

Get three 5-in-a-rows in a single game to win!

O	R	B	W	H
S	C	G	P	H
F	D	R	S	B
T	F	V	K	B
M	D	Y	H	L

LOSING

You all lose if you ever have 6 or more Letter Tiles removed from the Board. Try again!

YOU DON'T HAVE TO READ ANYTHING ELSE! START PLAYING!

HEY DON'T READ THESE RULES!

Contents: 36 Letter Tiles ■ 100 Cards ■ 1 Board

*I'm the first
Guesser
on the
Pink Team!*

Remember: if it feels like cheating, it's cheating!

(This means the game gets harder as you continue.)

O	R	B	W	N	H
S	P	C	L	T	M
C	G	P	E	U	H
F	D	A	R	J	S
T	G	F	V	K	B
I	M	D	Y	H	L

If it's not possible to get 5 spaces in-a-row for both teams, the team with the most spaces on the Board wins.
Still tied? Play again!