

HOW TO PLAY...

ANSAGRAMS

Hello. You've picked up the instructions, which means **YOU** are the first Ansagrams QUIZMASTER. Sounds important doesn't it? Well... it is!

1 GRAB A QUESTION CARD

In each round there is a **QUIZMASTER**. Every time a new card is played, the person to the right of the current QUIZMASTER takes over the job, so everyone gets a go. The QUIZMASTER...

Reads out the **clue**. This little hint is there to help guide the other players to the ANSAGRAM.

Asks **all five** questions- reminding players to only write down the **first letter** of each answer on their pads.

Times 30 seconds on their phone stopwatch until someone calls out the correct **ANSAGRAM**.

As an **OPTIONAL** extra rule, the QUIZMASTER can reveal which questions have answers that begin with a **vowel** - as shown by the yellow circles.

2 LET'S GET QUIZICAL

For everyone who **ISN'T** the QUIZMASTER, it's time to pick up your pencils and pads and get quizzing! Remember, you just need to write down the **FIRST LETTER** of each answer, and then **UNSCRAMBLE** them to make a word.

3 WINNING

The **BACKS** of each question card have a letter on them. The first player to collect **THREE** letters that they can spell any word with **WINS**.

HOWEVER a player can only hold **THREE** letter cards in their hand at any time. If you find yourself with four cards, you have to discard one of them into the **POT**.

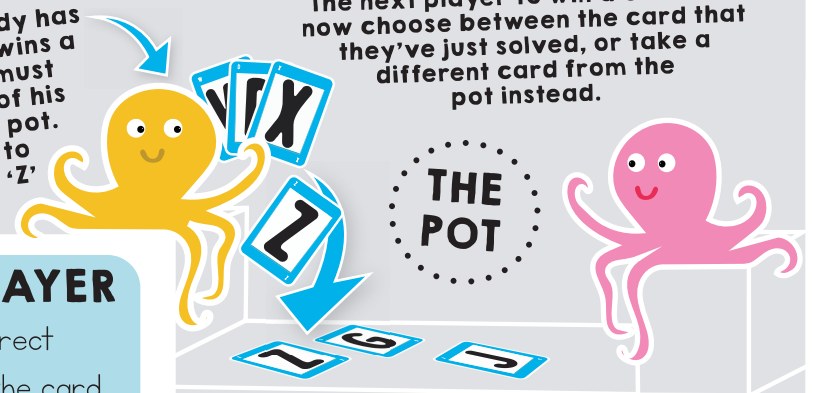


4 THE POT

Cards can end up in the **POT** (a collection of letter cards in the middle of the table) if no one unscrambles the ANSAGRAM in the 30 seconds, or if a player has to discard a fourth winning card. Once cards are in the **POT** they are available for **all players** to win.

This player already has three cards. He wins a fourth and so must place any one of his cards into the pot. He decides to discard the 'Z'.

The next player to win a card can now choose between the card that they've just solved, or take a different card from the pot instead.



The FIRST PLAYER

to call out the correct ANSAGRAM wins the card. Players can guess the ANSAGRAM at any point, but if they're wrong, they get frozen out of that round, and can't guess again.

5 DOUBLE TROUBLE

Some cards have **TWO ANSAGRAMS** to solve. Players have one minute to solve these double cards. The person **MUST** get **BOTH** ANSAGRAMS to win the card, **AND** can force any rival player to place one of **THEIR** winning cards into the POT.

