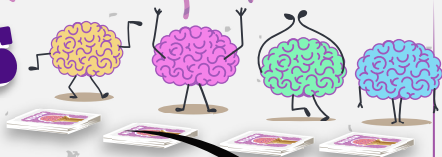




LET'S PLAY... NOGGIN



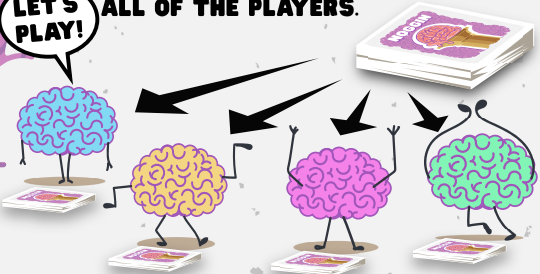
1

START BY TAKING OUT ANY THREE LETTER CARDS, AND PLACING THEM FACE UP ON THE TABLE LIKE THIS:

2

SHUFFLE ALL OF THE REMAINING LETTER AND ACTION CARDS THEN DEAL THEM OUT EQUALLY BETWEEN ALL OF THE PLAYERS.

LET'S PLAY!



3

EACH PLAYER NOW TAKES IT IN TURN TO DEAL A CARD FROM THE TOP OF THEIR PILE ON TO ONE OF THE THREE CARDS ON THE TABLE, GOING CLOCKWISE.

4

AS PLAYERS DEAL THEIR CARDS, THE COMBINATION OF LETTERS ON THE THREE PILES WILL CHANGE... UNTIL AN ACTION CARD APPEARS



WHEN AN ACTION CARD APPEARS IT WILL LEAVE TWO LETTERS VISIBLE. FOR EXAMPLE- A AND M

ALL ACTION CARDS REQUIRE PLAYERS TO MAKE AN ANSWER WITH THOSE TWO LETTERS...

THERE ARE SEVEN TYPES OF ACTION CARD, EACH REQUIRING A DIFFERENT ANSWER. THEY ARE...



BOOKEND: PLAYERS MUST CALL OUT A WORD THAT STARTS AND ENDS WITH BOTH LETTERS SHOWN. E.G

ARM, MAGMA,
ALBUM, MEGA



NEITHER LETTER: PLAYERS MUST CALL OUT A WORD THAT CONTAINS NEITHER LETTER. OBVIOUSLY.

BIN, SHOE, PONY



MIDDLE LETTERS: PLAYERS MUST CALL OUT A WORD THAT HAS BOTH LETTERS SOMEWHERE IN THE MIDDLE.

LAMB, ARMADILLO
SMASH, ORGANISMS



INITIALS: PLAYERS MUST CALL OUT THE NAME OF A CELEBRITY WITH THE INITIALS OF THE TWO LETTERS.

ANTHONY MACKIE
MUHAMMAD ALI
ANGELA MERKEL



WORD ASSOCIATION: PLAYERS MUST CALL OUT TWO WORDS, ONE STARTING WITH EACH LETTER, THAT HAVE AN OBVIOUS ASSOCIATION.

AMBULANCE + MEDICINE, MEMORY + AMNESIA
ANIMAL + MAMMAL, ART + MUSEUM



WORD DISASSOCIATION: PLAYERS MUST CALL OUT TWO WORDS, ONE STARTING WITH EACH LETTER, THAT HAVE ABSOLUTELY NO CONNECTION AT ALL.

METEOR + AMP, ANT + MOPED
MOON + APPLE, MOLE + APRON

6

THE FIRST PLAYER TO CALL OUT A CORRECT ANSWER WINS THE ACTION CARD. THE PLAYER WITH THE MOST ACTION CARDS AFTER ALL THE CARDS HAVE BEEN PLAYED WINS THE GAME!

ADDITIONAL RULES:

DURING EACH GAME NO ANSWERS MAY BE REPEATED- IF THEY ARE, A PLAYER LOSES AN ACTION CARD THEY'VE WON TO THE POT- A HOLDING AREA IN WHICH PLAYERS WHO GIVE INCORRECT ANSWERS MUST PLACE ONE OF THEIR WINNING CARDS. THE POT IS WON BY THE NEXT PLAYER TO ANSWER AN ACTION CARD CORRECTLY.

IF PLAYERS AGREE THAT NO ANSWER CAN BE FOUND, MOVE THE ACTION CARD CLOCKWISE TO THE NEXT PILE TO REVEAL A NEW LETTER AND PLAY ON.

IF AT ANY POINT THREE LETTERS ARE SHOWING THAT SPELL OUT A WORD IN A CLOCKWISE DIRECTION, CALL OUT THE WORD. IF IT'S CORRECT, YOU MAY STEAL AN ACTION CARD FROM ANOTHER PLAYER.

DESCRIBE: PLAYERS MUST USE ONE ADJECTIVE AND ONE NOUN STARTING WITH EACH OF THE LETTERS TO ACCURATELY DESCRIBE SOMETHING.

AMAZING MAGICIAN, MUSCLY ARM, METAL ARMOUR

