

Motley Clues

By Carla Kopp & Jeff Hale

3-10 players, Ages 8+, 30minutes

In Motley Clues, the clue giver is giving a clue to a certain word in a specific category... But the clue isn't always a great one. The player who guesses the most words wins!

CONTENTS

- 18 Clue Cards

SETUP

- Shuffle the Motley Clue deck.
- The player who is the worst at storytelling goes first and draws 5 cards.

GAMEPLAY

- The clue giver looks at the back of the cards in their hand and chooses one subject.
- They use the cards in their hand to give a hint towards a specific word in that subject.
 - o They must use at least 3 of the 5 cards for their hint
- As soon as they are ready, they will announce their subject, where the top or bottom of the clue is (the direction that the clue is) and all other players will try to guess what their word is.
- The player who guesses the word is awarded the card with that subject on it.
- The clue giver takes the remaining 4 cards and passes them clockwise.
- The new clue giver draws 1 card for a total of 5 cards and the next round begins.

GAME END

The game ends if there are ever less than 5 cards left or if all players have given clues 3 times.

COOPERATIVE AND TWO PLAYER RULES

The cooperative game plays similarly to the competitive game except for the following changes:

- Only 3 guesses are allowed
- Once 3 guesses have happened, if the word hasn't been guessed, the card with the subject gets added to a discard pile.
- The game ends when there are less than 5 cards left.
- Players score based on how many cards are in the discard pile.

Clues in the Discard	Outcome
0-1	Great job! Your team is on the same wavelength!
2-4	Pretty good! Your clues hit a lot more than they miss.
5-8	Good Start! You have some room for improvement, but you're getting there.
9+	Your clues are probably a little more than motley.

SPECIALTY RULES

Sometimes players need more rules for reasons. If this is the case for your group, instead of having all the players say their guesses simultaneously, each player gets one guess at the subject, then the next player clockwise can make one guess. If any player doesn't say a guess after 20 seconds, their turn to guess is passed to the next player.

HINTS

If no one has guessed the word that the clue giver is trying to convey, the clue giver can give one hint every two minutes. They can give the following hints

- Look at the... (color, shape, pattern, negative space, etc.)
- The relative size of the object (would it fit in a breadbox ?)