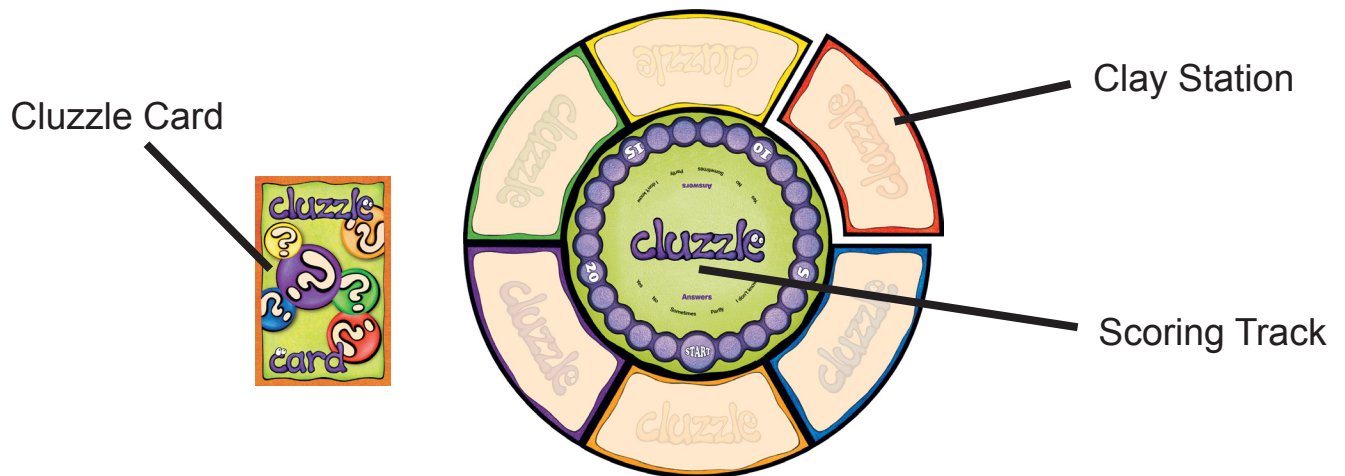


# New Cluzzle Rules

## Overview :

Cluzzle is a guessing game. At the beginning of each game, every player creates a sculpture called a Cluzzle. The rest of the game consists of players asking “Yes or No” questions to figure out the other Cluzzles. The key to this game is that you don’t have to be a good artist to play. In fact, the longer it takes for people to figure out your Cluzzle, the more points you’ll get! But be careful, you only get points if at least one player figures out your Cluzzle before the end of the game.



## Setup :

Each player receives a Clay Station, a container of clay, and a Cluzzle Card. Take a small piece of your clay and place it on the start position of the Scoring Track. You will move this piece of clay to keep track of your score.

Secretly select an object from your Cluzzle Card to sculpt out of clay. When you are finished sculpting, place your Clay Station around the circular centerboard. You cannot modify your Cluzzle for the rest of the game!

Decide how many games you will play. We recommend playing two games, and carrying the score over for the second game. Each game takes about 15 minutes.

The oldest player goes first.



# New Cluzzle Rules

## Playing the Game:

There are 5 rounds in the game. Each player will ask one Yes / No question during each round.

When it is your turn, choose a Cluzzle and ask a Yes / No question about it. The Sculptor must answer this question AS HONESTLY AS POSSIBLE. The legal responses are “yes”, “no”, “partly”, “sometimes”, and “I don’t know”. If the answer is “I don’t know”, then the questioner asks another question about the same Cluzzle.

Once your question has been answered, take one guess about what the Cluzzle represents. A guess is correct if it exactly matches the object on the sculptor’s Cluzzle Card. The only exception is if the word on the sculptor’s card is singular and the guess is in plural form (or vice versa).

Cluzzles that are correctly guessed are removed from the game. The sculptor and the player who correctly guessed the Cluzzle each get points equal to the round number: 1 point during the 1st round, 2 points during the second round, 3 points for the 3rd round, etc. The sculptor of a guessed Cluzzle gets to ask questions as normal when it is their turn.

Play moves to the left. The next player continues this same process with a Yes / No question about any Cluzzle, and a guess about what that Cluzzle represents.

The round ends once everyone has asked one Yes / No question. Play continues to the left as normal, but now all guessed Cluzzles are now worth one more point so that the points are equal to the new round number.

The game ends after the 5th round. Cluzzles that have not been guessed by the end of the 5th round do not score any points for their sculptor. The player with the most points wins!

