



Thank you for purchasing Say What!?! This game represents a departure from Twilight Creations' usual style of game and we sincerely hope you enjoy it.

Say What!?! is an exceedingly simple game that is designed to be played while the participants are involved in other pursuits. To put it more simply, it is meant to be played while at a party, watching TV, in the car (assuming you're not driving), while playing a different game or any time there are two or more people in the same room. It is meant to be as transparent and unobtrusive as possible.

You will also notice that we have included translations for French (blue type), German (red or yellow type) and Spanish (black type) on each card. This was done for a variety of reasons, but chiefly to promote the educational aspects of the game and to allow play in different languages.

As always, if you have any comments, questions or just want to say "hi" feel free to visit our website at www.twilightcreationsinc.com and drop us a line.

CONTENTS:

- 100 cards
- 80 Different Words with 20 different pictures
- 10 (2 of each) Action Words
- Rules for 3 different games

GENERAL RULES:

- The cards contain words (nouns, verbs, etc. Figure A above) or actions (Figure B above) plus a point value based on prevalence in "everyday" life (how often the word comes up in normal conversation).



Figure A



Figure B

- card says "laugh," but "laughs," "laughing," "laughed" are also acceptable.
- Homonyms (words that sound the same) may also be used. Example: The card says "sun" but "son" would also count.
- Prefixes may not be used. Example: The card says "fine" but "define" or "refine" would not count for this card.

CARD SWAP - Game 1

3-20 Player Game

- The deck is shuffled and every player is dealt 4 cards.
- During the course of the game, when a player says the word or does the action listed on one of your cards, they are given that card which is added to their hand.
- The time limit is preset by consensus or the person running the game, i.e. the game ends at a certain time or when the preset time limit has passed.
- At the end of the time limit, points on the cards are counted and the person with the least amount of points wins.
- If a player is spoken to and deliberately does not answer (within a reasonable amount of time, about five seconds), that player is given a card of the "speaking player's" choice.
- If a player is deliberately not talking as determined by consensus (a majority vote), that player is given two cards from the deck. If there are no cards left in the deck, the player with the most cards (besides the "silent player") gives that player 2 random cards.
- If a player reaches 10 cards, they are out of the game and their cards are shuffled back into the deck.
- If a player deliberately looks at the cards in another player's hand, they are out of the game.

2-3 Player Game

- In a 2-3 player game, whenever you give a card to another player immediately draw another card to replace it.
- The time limit should be stated at the beginning of the game.
- At an agreed-upon interval (such as every 10 minutes), each player may discard a card and draw another one.
- The player with the least amount of points at the end of the game wins.

Additional rules that may be added to "Card Swap"

- Every player is given 1 or 2 additional cards after a certain amount of time, i.e. every half an hour.
- Every player may discard 1 card after a certain amount of time, i.e. every half an hour.

SILENT CARD SWAP - Game 2

2-20 Player Game

- This version of the game can be played while watching TV, at a party, etc.
- Each player is dealt 5 cards.
- When the word on the card is said or the action done by others not participating in the game (such as people on TV or other people at the party), the person with the card announces it and the card is discarded.
- The first person to run out of cards, wins.

Additional Rules Or Alternate Rules for "Silent Card Swap"

- When a card is discarded (the word said or action noted), the player discarding the card keeps it separate from their hand and draws another card, adding it to their hand. At the end of the game, the person with the most amount of points in their discard pile minus the points in their hand wins.
- Action cards may be taken out of the deck and each player is only given 4 cards.
- After a certain amount of time, everyone gets an additional card and/or discards one in their hand which goes on the bottom of the draw deck.
- You can do a combination of "Card Swap" and "Silent Card Swap" by including words and actions said and done by people participating in the game as well as those not participating in the game, discarding them instead of giving them to the "speaking" person.

SENTENCE RUMMY - Game 3

2-6 Player Game

- Take out all red-bordered action cards (20 all together).
- The deck is shuffled and each player is dealt 7 cards. The remaining cards are placed within reach of all the players and form the draw pile. The top card of the draw pile is turned over to form the discard pile.
- A player is chosen randomly to go first.
- At the beginning of your turn, you must draw one card from the draw pile or take the top card from the discard pile.
- After drawing a card you may lay cards in front of you that form complete sentences which make sense. Questionable sentences will be voted on by the other player(s) to decide if the sentence is acceptable or not. Keep in mind that everyone will be judged at some point in the game. Example: the sentence "This cute girl makes friends" is perfectly acceptable and would be worth 15 points. The sentence "Good boys eat magic" is just plain silly and would not be allowed.
- Common words such as "a," "the," "and" can be implied, but there may be only one implied word per sentence.
- There cannot be one word sentences like "Right!"
- Discard a card to the top of the discard pile to end your turn. If a player uses all his cards and can't discard, the remaining players take one more turn. Play proceeds to the left.
- The game is over when a player runs out of cards in their hand (making sentences with all of their cards).
- Once the game is over, subtract the points in your hand from the points that have been laid down in front of you. Keep track of the points on a piece of paper. The first player to 100 points wins.

Additional or Alternate Rules for "Sentence Rummy"

- You may play that if you take the top card off of the discard pile, you must take all of the cards underneath it as well.
- For a shorter game you can play to 50 points instead of 100.
- You can add cards to the sentences already in play.
- You can match 3 or 4 of the 4 pictures in addition or instead of making sentences.

CARD DESCRIPTIONS AND POINT VALUES

ACTION CARDS:

- SITS - when somebody sits from a standing or lying position - 1
STANDS - when somebody stands from a sitting position - 1
CURSES - when someone says a curse word (example - use your imagination) - 3
LAUGHS - when someone laughs, not just chuckles, a full-blown laugh - 1
YAWNS - when someone yawns - 2
DRINKS - when someone drinks a beverage - 1
EATS - when someone eats food - 2
TOUCHES FACE - when someone touches any part of their face with their hand - 2
PUTS HAND IN POCKET - when someone places their hand in one of their pockets - 4
NODS/SHAKES HEAD "NO" - when someone nods their head "yes" or shakes their head "no" - 3

WORD CARDS

These cards are listed in sets of four (the pictures match for each set) with their point value

Huh - 1	Stupid - 2	Mom - 3	Dad - 4
Time - 1	End - 2	Night - 3	Late - 4
Okay - 1	Good - 2	Friend - 3	Cute - 4
They - 1	Look - 2	Ice - 3	Cold - 4
Say - 1	Call - 2	Talk - 1	Fun - 3
Fight - 4	Shoot - 3	Hate - 3	Just - 1
We - 1	All - 1	Girl - 4	Boy - 3
Go - 1	Run - 2	Walk - 2	Left - 2
Hot - 4	Sun - 3	Day - 2	Light - 3
Eat - 3	Drink - 3	When - 1	Where - 1
Dark - 3	Magic - 4	How - 1	Why - 1
Yes - 1	Fine - 2	Right - 1	Rock - 4
Food - 3	Glass - 4	Before - 1	After - 1
Front - 3	Back - 2	First - 1	Last - 2
Paper - 4	Game - 2	This - 1	That - 1
Like - 1	Help - 2	Laugh - 4	Need - 2
More - 2	Every - 2	Big - 3	Make - 3
Down - 2	No - 1	Stop - 2	Fail - 4
Up - 2	Want - 2	What - 1	Evil - 4
But - 1	Bad - 2	Little - 3	TV - 4

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