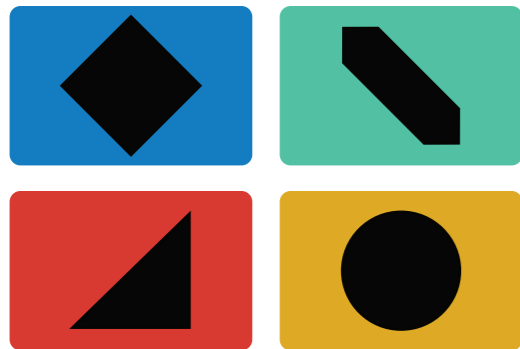


Components

44 cards

Stored in a bag



48 guessing tiles

Stored in a bag



96 scoring tokens

Stored in a bag



216 word tiles

Stored in the box



Setup

1. Put down the cards and tokens. Shuffle the cards and place the deck face down in the center of the table. Pour out the scoring tokens next to the cards.

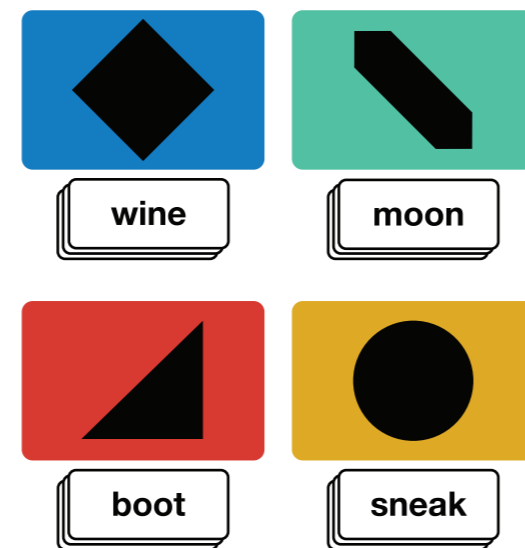
2. Make four stacks of word tiles. On one side of the table, line up four cards, one of each color. Next to each card, make a stack of random word tiles. All the tiles should be white-side up. Each stack should have the following number of tiles:

2 players (cooperative): 2 tiles per stack

3-5 players: 3 tiles per stack

6-8 players: 2 tiles per stack

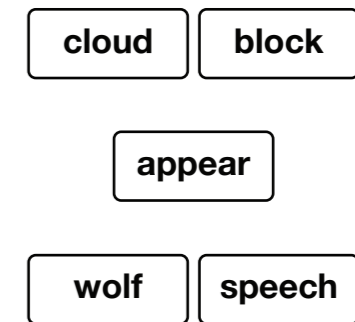
9-12 players: 1 tile per stack



1

3. Distribute word tiles. Each player draws 15 random word tiles from the box and lays them out in front of them, white-side up.

4. Distribute guessing tiles. Each player takes four guessing tiles, one of each color.



Each Round

1. Draw a card. Each player draws a card from the deck, privately looks at it, and then puts it face down in front of them. The card shows which of the four target words (the words on top of the stacks) belongs to the player.



2. Make a clue. Simultaneously, each player uses their word tiles to make a clue about their target word. Clues must contain at least two word tiles. When you finish your clue, rotate it so the other players can easily read it, and then flip over the extra tiles that you did not use in your clue.

2

3. Read and guess. When everyone has finished making their clues, the youngest player reads out loud the clue of the player to their left. Each player then secretly guesses which of the four target words is suggested by the clue by placing a guessing tile face down near the center of the table. The author of the clue does not guess.

4. Score. When everyone is ready, each player reveals their guess, and the author reveals their card. Each player who guessed correctly takes a 1-point token from the center. The author of the clue takes one point for each correct guess. After scoring, the author discards their card.

In a two-player game, you keep score as a team. The team earns one point each time a player guesses correctly.

3

5. Repeat. Going clockwise, each player reads the clue of the player to their left, and the guessing and scoring process repeats.

Between Rounds

1. After a white round, flip. After playing a round with the white side of the word tiles, flip over the four tiles on top of the stacks so that they are black-side up. Each player then flips over the tiles in their clue, so that all word tiles in play are black-side up, and a new round begins.



2. After a black round, discard, flip, and pass. After playing a round with the black side of the word tiles, discard the tiles on top of the stacks to reveal four new target words. Each player then flips over the tiles in their clue so that all word tiles in play are white-side up. Finally, each player passes their 15 word tiles to the player to their left, and a new round begins.

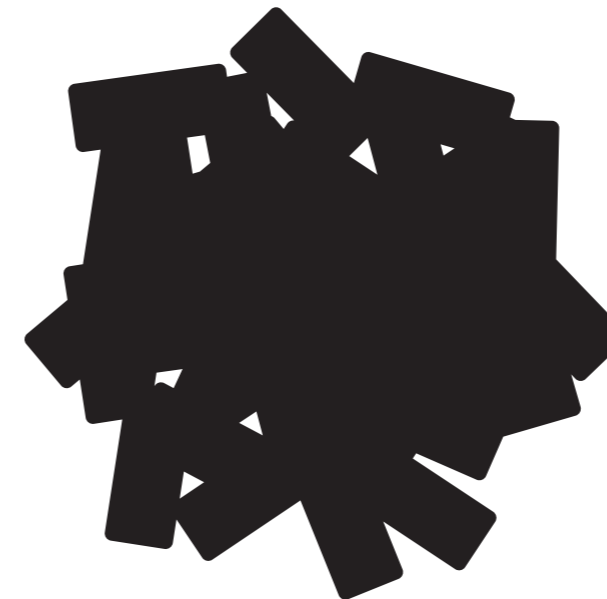
In a two-player game, the players swap word tiles instead of passing them to the left.

3. When the stacks are empty, the game is over. When all of the word tiles in the stacks are discarded, the player with the most points wins. If there is a tie, all of the tied players win together.

In a two-player game, the team must score six points to win. Eight points is a perfect score.

Haiku Variation

- Each player gets 20 word tiles instead of 15.
- Each clue must be a haiku with three lines and a five-seven-five syllable pattern.



Credits

Game Design: Will Leaf
Graphic Design: Martyna Alexander
Copyediting: Benjamin Kocher

Haiclue

Rules & Setup