

HOLD YOUR HAT



147 word cards



6 color cards



1 sand timer



17 special cards

OVERVIEW

Players are divided into teams, and a color card is selected at the beginning of the game to determine the words being guessed. On each team's turn, one player is the clue-giver and the other players on the team attempt to guess words and phrases from the word deck before the sand timer runs out. Each team's turn ends by drawing a special card that provides powerful effects. The game is played over three rounds.



Round 1

DESCRIPTION
many words, no root forms



Round 2

ONE WORD
no root forms



Round 3

MIME
gestures and sounds

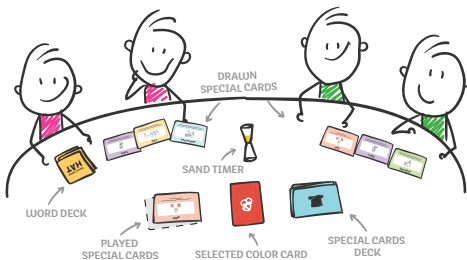
During each round, teams take turns until all words are guessed correctly. At the end of the round, the correct guesses are counted and points are awarded. All word cards are then shuffled for the next round. The team with the most points from all three rounds wins the game.

SETUP

- 1 Divide into teams of 2 or more players and teams sit next to each other. Each team chooses a name.
- 2 Shuffle the word cards and place the top 40 cards face down on the table to create the word deck. Return the remaining cards to the box.
- 3 Select 1 color card and place it face up on the table. Return the other color cards to the box.
- 4 Shuffle the special cards and place them face down to the right of the word deck. Played special cards go to a discard pile on the left.
- 5 Place the 1 minute sand timer next to the special cards.
- 6 Use pen and paper to create a scoring table with columns for each round and the total score.

	Round 1	Round 2	Round 3	Total
Silly Billies				
Joel and Mike				
Sea Wolves				

The team with the most original name goes first.
The game is played clockwise.



ON YOUR TURN

Take the word deck and turn over the sand timer. Look at the top card of the deck and give clues for the word that matches the selected color. If your teammates guess correctly, place the card face up on the table and draw a new card. When the sand timer ends, keep all guessed cards and draw a special card to end your turn. Pass the word deck to the next team in clockwise order.

Team members take turns being the clue-giver for each round.

ROUND ONE - DESCRIPTION

Give clues consisting of many words. You may not use root forms of the word, derivatives, or a direct translation from a foreign language.

For "protection," you **MAY** give a clue of "the opposite of attack," but **MAY NOT** say "like protect."

ROUND TWO - ONE WORD

Give a single clue consisting of one word. You may not use root forms of the word, derivatives, or a direct translation from a foreign language.

For "defense," you **MAY** give a single clue of "shield" or "attack," but **MAY NOT** say "defensive."

ROUND THREE - MIME

Give a clue consisting of only gestures, facial expressions, and sounds (no words). You may not directly specify objects that contain the word.

For "telephone," you **MAY** hold a hand to your head to mime making a call, but **MAY NOT** display an actual telephone.

END OF THE GAME

The team with the most points wins the game. In case of a tie, victory is shared.

SPECIAL CARDS

Drawn special cards are placed face up in front of their respective team and are visible to all players. Teammates decide together when to use a special card's ability. Each card has a description of its effect.

- > If the deck of special cards runs out, shuffle the played special cards to form a new deck.
- > There is no limit to the number of special cards a team can have. However, using them often can help you win the game.

Drawn special cards are kept between rounds until they are used. When used, they are discarded.

TYPES



BINOCULARS (3x) - On your turn, before turning over the sand timer, look at the top 5 cards and rearrange them in any order. You may only use one BINOCULARS card per turn.



EXTRA TIME (3x) - On your turn, after the sand timer has run out, draw 3 new words and start the sand timer again. Keep every word your team guesses correctly. You may only use one EXTRA TIME card per turn.

- > You may not use EXTRA TIME in the same turn that you draw it.
- > While using EXTRA TIME, other teams may not play RAID.



SKIP (3x) - On your turn, skip the drawn explanation word and draw a new one. Set the skipped word to the side face down and place it at the bottom of the word deck when the sand timer ends. You MAY use more than one SKIP card per turn.



THEFT (4x) - During another team's turn, play THEFT to guess the word that is currently being explained. If your guess is correct, you win the card. If wrong, discard THEFT and play continues as normal. You MAY use more than one THEFT card per turn.

- > Hint: Use THEFT to steal phrases worth 2 points!



RAID (4x) - Before another team's turn, play RAID to allow your team to guess their words at the same time. Take the card for every word your team guesses correctly. More than one team may play RAID in a single turn.

- > Hint: Play RAID when it's a good clue-giver's turn!



Watch a video here:
nastola.games/hat



REMEMBER!

- ⚠ Each correctly guessed word counts for 1 point. Phrases marked with a hat **2** are played the same way, but are more difficult and count for 2 points. When explaining a phrase, you MAY indicate the number of words in the phrase.
- ⚠ Your teammates may try to guess the current word multiple times.
- ⚠ You may not preview or skip a word card unless a special card gives you the ability to do so.
- ⚠ If a team breaks the rules while giving clues, place the word card face down to the side and return it to the bottom of the deck after the sand timer runs out.
- ⚠ When the timer runs out, your turn ends immediately. If you are still giving clues for a word, return it to the bottom of the deck.
- ⚠ If players from different teams guess a word at the same time, show sportsmanship and give it to the team with less points.
- ⚠ Turn order is kept throughout the game - after a round ends, the next round will start with the next clockwise team.
- ⚠ As a variant, give each team one RAID card at the start of the game.



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🕒 4-16

📅 20-40

👤 12+