

GREAT FOR GROUPS

AGES
10+

4+
PLAYERS

“double ditto”

The Game of Quick Thinking and Matching!

INSTRUCTIONS



“double ditto”

The Game of Quick Thinking and Matching!

Double Dito! Match answers with other players to score a “Ditto!” Match both answers and score a “Double Ditto!”

HOW TO PLAY

Each player receives a score sheet. Players will take turns being the card reader, also known as the Ditto Master. The Ditto Master takes a category card from stack and reads it out loud to the group. Once the card has been read the Ditto Master flips the 15 second timer.

Lets say the first card is “Types of cheeses”

Each player, including the Ditto Master, then has 15 seconds to quickly write down two answers that come to mind. For this card, “Types of cheeses”, answers may include:

cheddar, brie, swiss, string, provolone, moldy, etc.

With the Ditto Master going first, players then take turns reading their answers to the group. When an answer is read, any other players that have a matching answer should say “Ditto” and cross that answer off. For example, if the answer read is “cheddar” everyone who wrote “cheddar,” including the person who read it, should say “Ditto” and cross it off their sheet. If no one else wrote “cheddar” it does not get crossed off.

Continue around the group allowing each person to read their answers out loud, and each person to cross off matching answers (“ditto’s”). The answers not crossed off on each players sheet should be answers that no other player wrote down.

The player to the left of the Ditto Master becomes the next Ditto Master and begins the next turn by reading a new card from the stack.

OBJECT

Players should try to come up with answers that they think other players will also write down. Points are scored for writing down the same answers as other players. Obnoxious answers can often match the answers of other obnoxious players!

SCORING POINTS

After all the answers are read, players add up their points.

If one of your answers is crossed off, you got a "Ditto" and score 1 point. If both of your answers are crossed off, you got a "Double Ditto" and score 3 points.

PLAYER #1:	PLAYER #2:	PLAYER #3:
<i>(Ditto Master)</i>		
cheddar	brie	string
brie	swiss	molty
double ditto	ditto	ditto
3 Points	1 Point	3 Points

PLAYER #4:	PLAYER #5:
cheddar	american
string	pepperjack
double ditto	
1 Point	0 Points

Each player keeps track of their own score at the bottom of their sheet. The game ends after each player has been the Ditto Master 4 times for 4-6 players, and 3 times for 7-9 players. For 10 or more players, play 1-2 rounds. Players add up their scores at the end of the game and the player with the highest number of points is the winner.

FAQ

Do answers have to be completely written the same way to be considered matching?

Answers that basically mean the same thing are considered matching answers.

EXAMPLE #1:

The card says: "Things you do on your birthday"

One player writes: open presents

Another player writes: unwrap gifts

These would be considered matching answers.

However, answers that are specific are not considered matching to more general answers.

EXAMPLE #2:

The card says: "Animals in the Ocean"

One player writes: fish

Another player writes: salmon

These would NOT be considered matching answers and would not score points with each other.

If there are any disagreements on whether or not an answer is "matching," the group may vote to decide.

What if the matching answers are "wrong?" Do players still score points then?

Matching answers score points even if the answer is wrong or doesn't make sense. For example, if the category card reads, "Countries in South America" and two people write "Papua New Guinea," they both score a point each even though Papua New Guinea is not in South America. The answers don't necessarily have to be correct to score—as long as they are matching to another player.



For more information, please visit www.website.com.
123 Name Rd., Somewhere, USA 12345 | 555.555.1234
© 2015 Christine Krogue. All Rights Reserved.