

**Get Ready for a Wild Night**

## **Hi there,**

Rabble is inspired by a classic folk game that we played so much we created our own version to share with the world.

In Rabble, two teams compete to guess their Rabble Cards as quickly as possible across three rounds. Each round reuses the same cards, but has different restrictions on how to give clues.

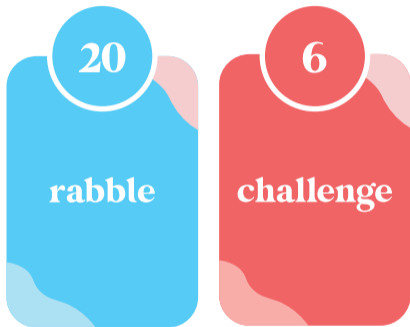
Teams can play Challenge Cards to slow down the other team by making them do hilarious challenges.

Each game is made with environmentally sustainable paper and features artwork from independent artists. We hope that Rabble helps you spark some unforgettable nights.

## Setup

Split players into two teams. Deal each team 20 Rabble Cards and 6 Challenge Cards. You can look at your team's Challenge Cards, but don't look at the Rabble Cards. For larger groups (9+ players), deal each team 25 Rabble Cards and 9 Challenge Cards.

Decide which team goes first - thumb war, staring contest, best dad joke, etc.



## How to Play

One person from the starting team has 45-seconds to draw cards from their team's deck of Rabble Cards and give clues describing the words shown. The rest of their team tries to guess as many cards as possible. Once a card is correctly guessed, put it aside face-up. After time is up, add back in any skipped cards and give the remaining unguessed cards a shuffle.

The turn passes to the opposing team who now guess from their deck of Rabble Cards for 45-seconds. Turns pass back-and-forth until one team has finished guessing ALL their cards. When that happens, the ROUND ends. Rotate the players giving clues each turn.

## How to Play (continued)

To score a round, the team that finished their cards gets 1 point for every unguessed card the other team has left. If the team that finished their cards went first that round, the opposing team gets one more 45-second turn before points are scored.

After points are scored, the team that did not guess all their Rabble Cards does the “browse of shame” and briefly looks through their remaining unguessed cards.

Reset each team's deck by combining guessed Rabble Cards with any unguessed cards and giving it a shuffle. Move onto the next round with each team going through the same decks again but with different restrictions on how to give clues (next page). Try to remember the words & clues from previous rounds because they'll show up again.

## Round Restrictions



1

### ROUND 1:

Words, sounds, and acting are allowed. Teams can't use any part of the card name.



2

### ROUND 2:

One word per card. No acting or saying any part of the card name.



3

### ROUND 3:

Acting only. No words or sounds.

## **Challenge Cards**

Before each team's turn starts, the opposing team can give the clue-giver a Challenge Card. The clue-giver has to perform the challenge (e.g. talk in a British accent) in addition to any Round Restrictions. The Challenge Card's effect lasts one turn and is not revealed to the clue-giver's team until after the turn is over (unless otherwise stated).

## **Winning Rabble**

After the third round, the team with the most total points wins. If it's a tie, swap decks with the other team. Each team has one 60-second turn to guess as many of the opposing team's Rabble Cards as possible under Round 3 restrictions. The team that guesses the most cards wins.


## Cookie Dough

*Self-Growth: I made cookies and only ate 1/4 of the cookie dough.*

## Rabble Card

Get your team to guess this card while following the Round Restriction.

Illustrations and additional text on Rabble Cards are for effect only and don't impact the game. We like to have fun around here.

 The devil icon signifies “naughty cards” that you can remove depending on the crowd.



# The British Are Coming

PLAY ON: ROUND 1

*Give clues in a  
British accent.*

## Challenge Card

Name of the hilarious challenge about to be performed.

The round(s) the Challenge Card can be played on.

What the clue-giver has to do during their turn. Challenge Cards supersede Round Restrictions (e.g. a challenge that makes you talk during Round 3).

## FAQ

**Keeping it Competitive** - If one team falls really behind, give that team an extra Challenge Card for every 3 points they are behind by to use for the following round.

**Skipping Words** - We recommend unlimited skips for beginners and one skip per turn for pros. Make sure to shuffle skipped cards back with the unguessed cards at the end of each turn.

**Whose Turn Is It?** The team with fewer points goes first each round. If it's a tie, alternate which team goes first. Rotate who gives clues each turn.

## FAQ (continued)

**But They're Breaking the Rules!** If someone breaks a Round Restriction or fails to follow their Challenge Card, they must skip the Rabble Card they are on for the remainder of their turn. The other team should also heckle them to provide the appropriate “motivation.”

**Not Enough Players?** If you want to play Rabble but don't have 4 players, you can play Rabble cooperatively. Deal out 20 Rabble Cards to the group and 1 Challenge Card to each player. Try to finish all three rounds in as few total turns as possible with everyone performing their Challenge Card during one of their turns.

**Above All Else...** Rabble is meant to be fun. If the group runs into something unclear that isn't in the rules, make up a rule and get back to having fun.

## Our Amazing Artists

We partnered with talented, independent artists to illustrate some of our Rabble Cards. Special thank you to...

- Abby Jo Turner • Adel Rodricks
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