

A stylized illustration of a tropical sunset. The sky is a solid reddish-orange. Four dark green palm trees are scattered across the horizon. A bright red sun is partially obscured by a small, light-colored cloud in the center. The foreground shows a blue body of water with white-capped waves breaking onto a light-colored sandy beach.

Get Ready For a Wild Night

Scan This QR Code to Read the Rules Online!



Aloha,

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

This travel-themed edition of Rabble is perfect to take on the go and could even inspire your next getaway.

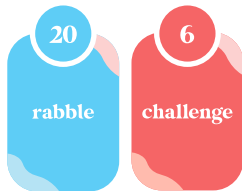
Each game is made with environmentally sustainable paper and features guest illustrations from artists across the globe.



Set-Up

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 travel story, 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 the 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 continue to 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 gets to do the “browse of shame” and briefly look through their remaining unguessed cards.

Reset each team's deck by combining each team's 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. Teams recycle the same cards each round, but each round has 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. You just can't use any part of the card name.

2

ROUND 2:

One word per card.
No acting or 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 French accent) in addition to any Round Restrictions.

The Challenge Card effect lasts one turn and is not revealed to the clue-giver's team until after the turn is over (unless otherwise stated).

**C'est
La Vie**

PLAY ON:
ROUND 1 OR 2

*Give clues in a
French accent.*

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.

Our Amazing Artists

We partnered with talented, independent artists to illustrate some of our Rabble Cards. Special thank you to Juliana Pedemonte, JJV, Samya Arif, and Vanessa Lovegrove

FAQ

What does this mean?

The devil icon signifies NSFW cards that you can remove depending on the crowd. Illustrations and additional text on Rabble Cards are for effect only and don't impact the game. We like to have fun around here.

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.” Challenge Cards supersede any Round Restrictions (e.g. a Challenge Card that makes you talk during Round 3).

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.

