

Poetry FOR NEANDERTHALS

Grab & Game Edition

THE RULES

Ages 7+ | 2+ Players | 10 Mins

START HERE

WHAT IS THIS?!?

It's good to be a Poet.
It's good to be a Neanderthal.
What isn't good is being both of those things at the same time.

As a **Poet**, you'd love to recite thoughtful prose like:

The mighty Woolly Mammoth makes a mockery of my tiny hairless body.

But as a **Neanderthal**, you're only capable of saying:


The most strong big thing with trunk and much hair make fun of my too small bald bones and skin.

The trouble for you is that as a Neanderthal, you don't know any words that are more than **one syllable**.

The trouble for your team is that they're listening to a Neanderthal recite poetry.

CONTENTS

- Poetry Cards (60)

 To play this game you'll need a phone, or an egg timer, or anything else that can keep track of 60 seconds and makes a loud noise (or vibrates)!

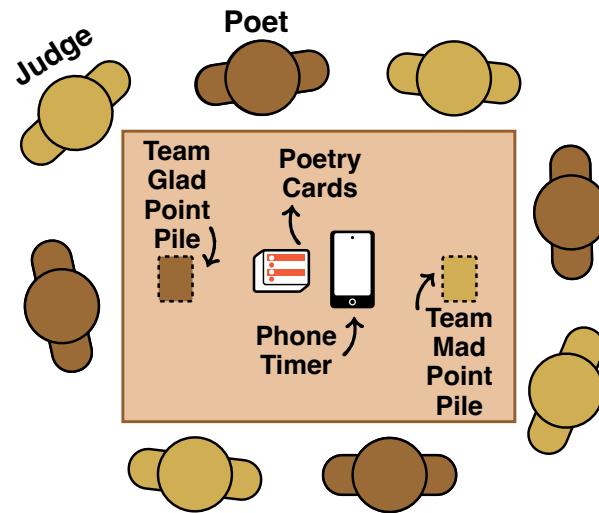
"WHY ISN'T THERE A TIMER IN THE BOX?"
Chances are good that you already have something that keeps time, and by using what you have, we can reduce the production of unnecessary plastics!

GOAL

Score the most points by correctly interpreting words and phrases.

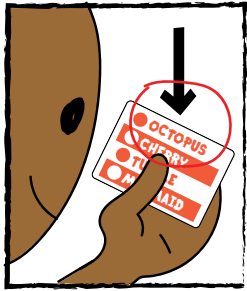
SETUP

- 1 Form two teams (**Team Glad** and **Team Mad**). It's okay if one team has an extra player.
- 2 Sit around the table in alternating team positions (someone from your team, then their team, etc.)
- 3 Place a phone in the middle of the table. This will be your Timer.
- 4 Team Glad goes first and picks a player from their team to be the first Neanderthal Poet. The player to the Poet's right is the first Judge.
- 5 The Poet chooses which color side of the Poetry Cards (gray or orange) and which number (1, 2, 3, or 4) all the players will use for the whole game.
- 6 Leave some space for a Point Pile for each team.

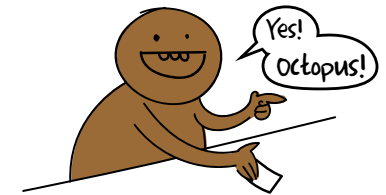


GAMEPLAY

If you are the Poet, the opposing team starts a 60-second Timer while you draw the first Poetry Card. Begin trying to get your team to say the word on the card using only 1 syllable words.



Everyone on your team can shout out words at the same time when trying to guess the word or phrase. When someone is correct, say "Yes!" and put the card in front of you. This is worth 1 point.



Skipping: If you want to skip a card before earning a point, you can say "Skip!", but you must give that card to the Judge (we'll talk about this in a moment). This is a point for the other team.

In all cases, draw a new Poetry Card to continue playing until the Timer runs out.



YOU CAN

- ✓ You can only speak using words with only 1 syllable.

YOU CAN'T

- ✗ You can't say the word, part of the word, or any form of the word your teammates are trying to guess.
- ✗ You can't use gestures/charades.
- ✗ You can't use "sounds like" or "rhymes with."
- ✗ You can't use initials or abbreviations.
- ✗ You can't use other languages.

We're sure there's more that we just didn't think of, but just remember –

If it feels like cheating, it's cheating!

THE JUDGE

When it's the other team's turn, the player on the Poet's right will be the Judge. The Judge can look at the card in the Poet's hand.

If the Poet violates any of the rules above, the Judge will shout "No!" to show a rule has been broken. Then, the Poet must hand the card to the Judge before continuing the round.



CHALLENGING THE JUDGE

If the Poet feels they were penalized incorrectly, they shout "Wait!" and pause the Timer. Decide as a group if the challenge is valid. We're not giving you a lot of rules here... but as you aggressively debate about personal pronunciation, accents, and that *one rule* about syllables you learned in school, please try to remember that this is just a game and really probably not that important.

If you're one of those people who **MUST HAVE** the official answer, head over to How Many Syllables™: www.HowManySyllables.com.

After a challenge is resolved, unpause the Timer and continue.

ENDING THE TURN

Each Poet will try to get through as many cards as they can before the Timer runs out. When that happens, count up the cards you got correct, announce your score and add them to your team's Point Pile. Any cards handed to the Judge during the round are also announced and added to the other team's Point Pile. It's now the other team's turn.

WINNING

When both teams have had at least 3 turns (and both teams have had the same number of turns), you can decide to end the game or keep going. When you decide to end the game, count up the cards in each team's Point Pile, and the team with the most points wins!

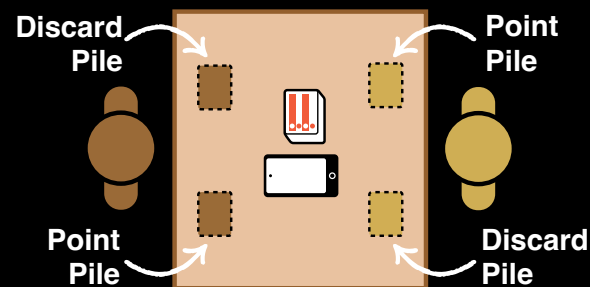
! PRO TIP !

Avoid saying single words and then waiting for your team to guess! Instead, try speaking in full sentences.

PLAYING WITH 2 OR 3 PLAYERS

2 PLAYERS

Both players are on the same team and switch off being the Poet. Put any cards guessed correctly in a Point Pile to your RIGHT. If you broke any rules or skipped a card, put those cards in a Discard Pile to your LEFT.



After each player has been the Poet 3 times, add both players points together.

10 points or less:
This Team Bad

11-30 points:
Team is So-So At Make Words

31-49 points:
Team Have Much Big Brain

50 points or more:
A Stunning Evolutionary Exemplar

3 PLAYERS

Each player's individual score is tracked on a piece of paper, and the players rotate between three roles: Poet, Guesser, and Judge. Poet and Guesser have a shared Point Pile. They cooperatively earn points and add cards to this Pile. The Judge makes sure no rules are violated. Any mistakes or skipped cards are handed to the Judge.

At the end of the round, Poet and Guesser add up the points and record the same number of points for each of them on the score sheet. Any cards handed to the Judge are added to the Judge's score.

Next, discard all used Poetry Cards into the box, rotate each player's role, and start the next round. After each player has been Poet twice, the player with the most points wins!