

# REALLY LOUD LIBRARIANS

GRAB & GAME

INSTRUCTIONS  
2+ PLAYERS 15 MINS AGES 8+



GAME DESIGNED BY  
KEN GRUHL AND QUENTIN WEIR.

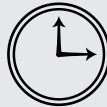
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55 CARDS

35 Letter Cards | 20 Category Cards



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!

## WHAT IS THIS?

On your turn, your team will shout words that start with certain letters and fit into a category.



SHERBERT!

H  
S

KIWI  
SMOOTHIE!

Those first letters will change each time you turn over a new card, and if your team shouts more words than the other team, you'll win the round!

## GOAL

Be the first team to win 3 rounds.

## SETUP

Shuffle the Category Cards and Letter Cards separately, and then set them face down on the table.



Put your phone (or other time keeping device) on the table, and set a Timer for 60 seconds.



MAKE SURE THE VOLUME (OR VIBRATION) IS TURNED ALL THE WAY UP!



Divide into 2 teams, **Team Gertrude Birdwhistle** vs. **Team Wilfred Dankworth**. (It's ok if a team has only 1 player or if a team has more players than the other.)



TEAM  
GERTRUDE  
BIRDWHISTLE

VS.



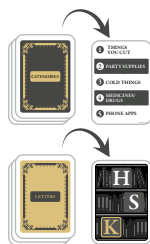
TEAM  
WILFRED  
DANKWORTH

CONTINUED ON OTHER SIDE >

# GAMEPLAY

Pick a team to go first. Then:

- 1 Flip over the top Category Card and the top Letter Card so both are face up on the table.



- 2 Immediately start the 60-second Timer.
- 3 While the Timer is counting down, anyone on your team can shout words or phrases that start with 1 of the 3 letters on the Letter Card and matches the Topic on the Category Card.

There are 5 categories on each Category Card, so start with Category #1 for your first turn.

- 4 If you shout a successful word (as judged by the other team), flip over a new Letter Card on top of the previous Letter Card and continue playing with the 3 new letters (but the same category). Continue this process until the Timer goes off.

One of the letters on the Letter Card has a box around it and is a “Bonus Letter.” If you successfully shout a word that starts with the Bonus Letter, you get to flip over a new Letter Card AND a new Category Card, then continue with your turn. At the end of the round, you’ll count up all the completed Letter Cards and Category Cards, so this is a good way to earn 2 points instead of just 1.

- 5 When the turn is over, count up all of your completed Letter Cards and Category Cards and add them together. The total number of cards is your team’s points for the round. Keep your completed cards in front of you while the other team takes their turn.

**Note:** Although you didn’t use the top-most Letter Card and Category Card (because those were the cards visible when the Timer went off), they will still count as points. The other team will do this too, so the points even out.

The other team will then take their turn in the same way.

After each team has taken a turn, whichever team has more points wins the round.

Track your team’s win on your phone, or by using a pen and paper if needed.

If both teams tie, replay the round.

To start the next round, collect all of the completed cards from both teams, shuffle them back into their respective piles, and start again. When you shuffle the cards, you’ll also advance to the next number on the Category Card. Announce this to all players.

For instance, if you just finished a round using Category #1, make sure that everyone knows all teams will be using Category #2 for the next round, and so on.

## EXAMPLE



If you are using Category #1 for the turn (Pizza Toppings), you could shout out “Pepperoni” because it starts with “P”. Then, flip a new Letter Card into that pile (to gain 1 point) and keep going using the new letters and the same Category Card.

But, if you shout out “Green Pepper”, which starts with the Bonus letter, you would flip both a Letter Card AND a Category Card (to gain 2 points), then keep going using the new letters and the new category.

# WINNING

Once any team wins 3 rounds, they win the game!



## VALID WORDS

Answers you shout must start with one of the 3 letters shown on the Letter Card and fit the category that you are using for the round.

Teams are not allowed to use the same word twice within the same category.



During the other team’s turn, you have the opportunity to challenge any word that you believe: isn’t a real word, doesn’t fit the category, doesn’t start with one of the correct letters, or has already been used during this turn.

Shout “Challenge!”, stop the Timer, and discuss the objection. Once a decision is made and the challenge is resolved, start the Timer back up and continue playing. If the word was judged to be invalid, put the Letter Card on the bottom of the Letter Card Draw Pile before continuing.

**Remember:** The harder you judge the other team, the harder they will be on you!