

REALLY LOUD LIBRARIANS

A GAME BY  EXPLODING KITTENS

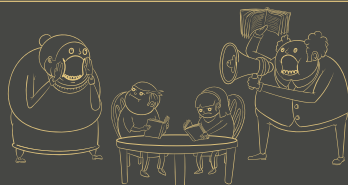
GAME DESIGNED BY
KEN GRUHL AND QUENTIN WEIR.

A GAME WHERE YOUR USELESS
KNOWLEDGE WINS YOU USEFUL POINTS.

THINK FAST, NOT HARD.

INSTRUCTIONS

2 OR MORE PLAYERS • 20 MINS • AGES 8+

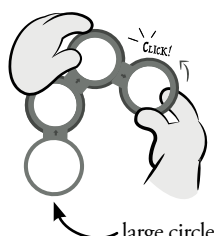


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START HERE

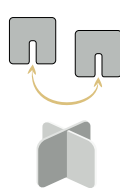
ASSEMBLING THE CHAIN

First, flip all 3 Plastic Ring Pieces so that the bridge between the small and large circles is at the top. Next, place the small circle on top of the large circle and gently push until you hear a click. When you're ready to play, the standee will gently click into the large circle at the end of the Chain.



ASSEMBLING THE SCORE TRACKERS

Knock out the 2 black squares and 2 gray squares from the punch board. Then, line up the slit in the 2 black squares and slide the pieces together to form an X. Do the same for the gray squares. These are your 2 Score Trackers.



WHAT IS THIS?

YOUR TEAM WILL SHOUT OUT WORDS THAT START WITH SPECIFIC LETTERS THAT FIT INTO A CATEGORY. THOSE FIRST LETTERS WILL CHANGE EACH TIME YOU CORRECTLY SHOUT OUT AN ANSWER, AND IF YOUR TEAM COMES UP WITH MORE WORDS THAN THE OTHER TEAM, YOU'LL EARN POINTS!

GOAL

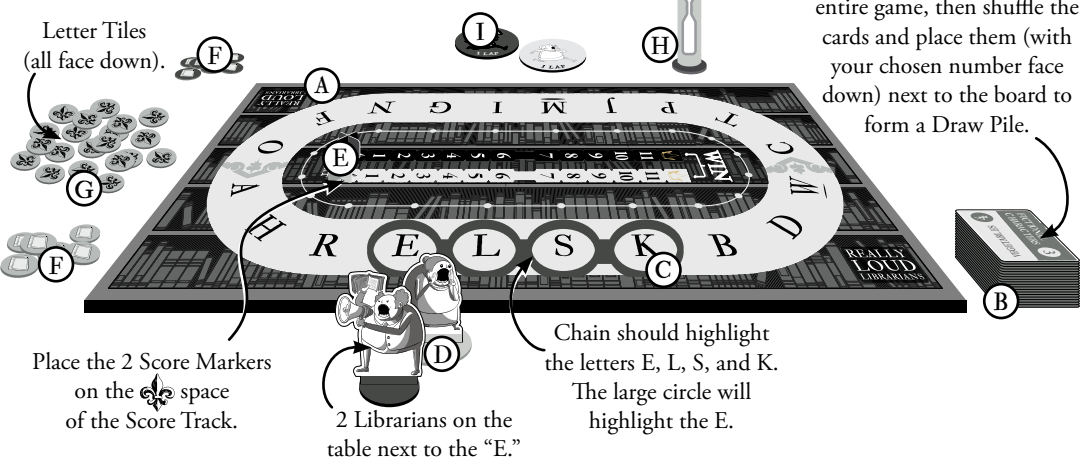
BE THE FIRST TEAM TO GET 12 POINTS.

SETUP

PLACE THE GAME BOARD ON THE TABLE AND SET UP THE PIECES

CONTENTS

- (A) 1 GAME BOARD
- (B) 60 CATEGORY CARDS
- (C) 3 PLASTIC RING PIECES THAT SNAP TOGETHER TO FORM THE CHAIN
- (D) 2 LIBRARIANS
- (E) 2 SCORE MARKERS
- (F) 12 BONUS TOKENS (6 OF EACH COLOR)
- (G) 20 LETTER TILES
- (H) 1 ONE-MINUTE TIMER
- (I) 2 LAP TOKENS



Each card has four Categories (numbered 1-4). Pick one number to use throughout the entire game, then shuffle the cards and place them (with your chosen number face down) next to the board to form a Draw Pile.

TEAMS

Divide all players into 2 teams. It's ok if 1 team has more players than the other.



Team Gertrude Birdwhistle

VS.



Team Wilfred Dankworth

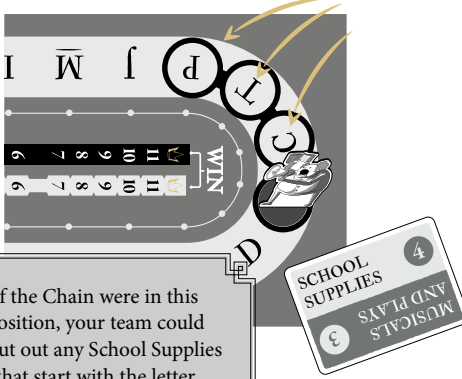
SHOUTING OUT WORDS (THE MOST IMPORTANT PART OF THE GAME)

Before we talk about taking your turn, we have to talk about shouting out words. Your team will get points by moving your Librarian (and the Chain) farther around the track than the other team. To do this, you have to shout out words. On your team's turn, your team's Librarian will be in the large circle of the chain and you will all be shouting out words that:

1 Satisfy the category card.

AND

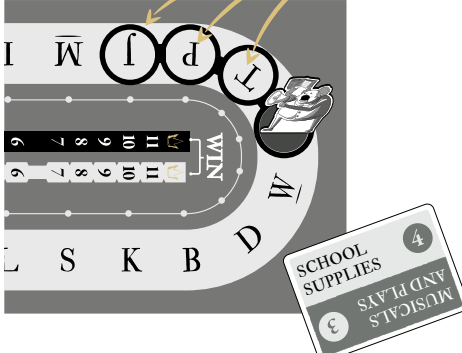
2 Start with one of the letters highlighted in the three rings of the Chain.



Each time someone on your team shouts out a valid word (judged by the other team), you get to move the Chain COUNTERCLOCKWISE around the track so that your Librarian rests on the first letter of the word you just shouted and 3 new letters are highlighted in the small rings.

For example, when you shouted "Calculator!" you would slide your Librarian and the Chain counterclockwise on the track until your Librarian covered the letter C (the first letter of Calculator) and 3 new letters were highlighted by the small rings.

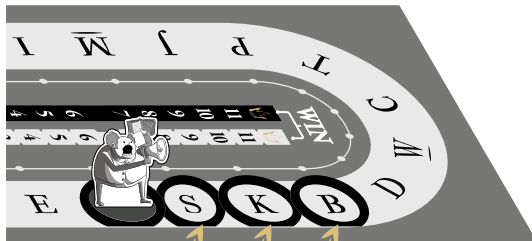
Keep shouting out words and moving the Chain until your time runs out.



IF YOU'RE DOING IT RIGHT, YOU SHOULD BE PUSHING YOUR LIBRARIAN AND THE CHAIN COUNTERCLOCKWISE AROUND THE TRACK.

YOUR LIBRARIAN WILL NOT LEAVE THE LARGE CIRCLE OF THE CHAIN, THEY WILL JUST SLIDE WITH THE CHAIN AROUND THE TRACK.

Your goal is to move your Librarian as far around the track as possible. You only have 60 seconds, so shouting out words that start with a letter farther along the chain is always an advantage.



In this example, the letters S, K, and B are available to use. Shouting a word that begins with the letter S will move the Chain only 1 space. Shouting a word that begins with the letter B will move the Chain 3 spaces.

CONTINUED ON OTHER SIDE >

GAMEPLAY

The game is played over several rounds. A round consists of both teams taking a single turn. Both teams will start with the Chain in the same location and then move it as far as they can by shouting out words. After a team takes their turn, move their Librarian to the side of the board to mark how far they got. Then move the Chain back to the starting position for that round (the location of the Librarian that hasn't taken a turn yet) so that the other team can begin their turn from the same location. The team that moves the Chain the farthest wins the round and earns points.

LETTER TILES

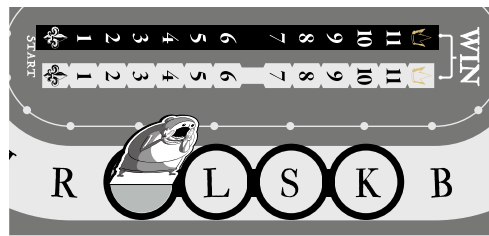
At the beginning of each round and before either team takes their turn, a single Letter Tile is chosen at random, turned over, and placed on the board next to its corresponding letter on the track. Letter Tiles apply to both teams and there's no limit to the number of times you can land on a Letter Tile. If you shout a word that begins with a letter that has a Letter Tile next to it, your team immediately collects a bonus token. If you win the round, those bonus tokens each add 1 point to your score. Each team can only collect up to 6 bonus tokens per round.

Letter Tiles are placed at the beginning of each round, and they are not removed from the board until the end of the game.

TEAM GERTRUDE'S TURN - GERTRUDE GOES FIRST EACH ROUND

1 Gently click Gertrude into the large circle of the Chain.

For the first turn of the game, the large circle starts on the E, so you will insert Gertrude to cover the letter E. The small rings of the Chain are now highlighting the letters L, S, and K.



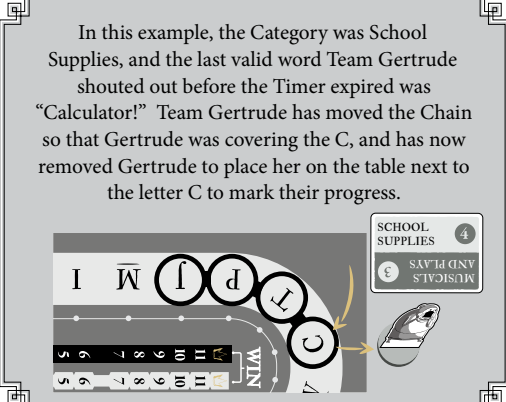
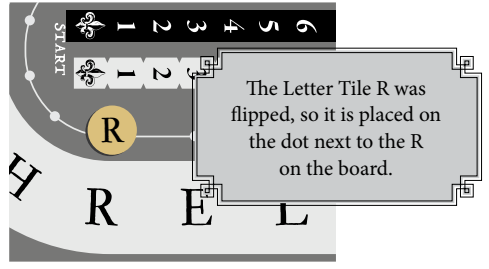
2 Flip over 1 random Letter Tile and place it on the dot next to the matching letter on the track.

3 Flip over the top Category Card in the Draw Pile so everyone can see it while the other team starts the Timer.

4 Everyone on your team can shout out words and move the Chain around the track as described in "Shouting Out Words" until the Timer ends.

5 When the Timer ends, take Gertrude out of the Chain (without moving the Chain) and put her on the side of the board in the same position to mark how far Team Gertrude moved the Chain.

6 Discard your Category Card. Your turn is over. Now it's Team Wilfred's turn.



TEAM WILFRED'S TURN

1 Move the Chain around the track so that the large circle lines up with Wilfred's position next to the board. Then, put Wilfred into the large circle, so both teams begin their turn from the same position each round.

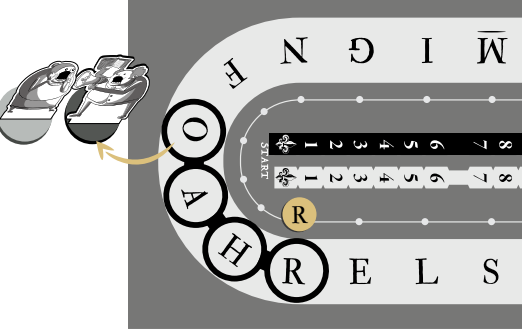
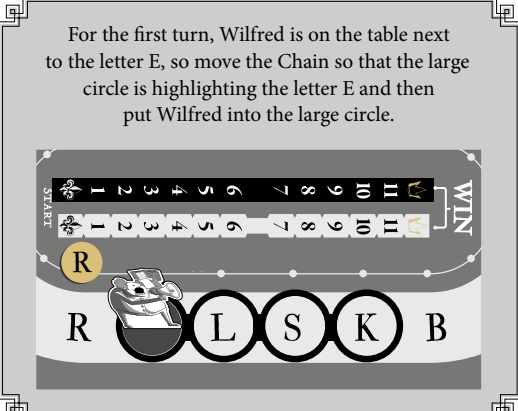
2 Flip over the top Category Card in the Draw Pile so everyone can see it while the other team starts the Timer.

3 Everyone on your team can shout out words and move the Chain around the track as described in "Shouting Out Words" until the Timer ends.

4 Discard your Category Card.

5 Now that both teams have taken their turn, the round is over and the team that has moved the furthest around the board scores points (see Scoring).

6 After scoring, take Wilfred out of the Chain. Leave the chain exactly where it is because this will be the starting position for the next round. Put both Librarians on the table next to the large circle.



SCORING

At the end of each round (meaning both teams have taken a turn), the team who traveled the furthest around the track wins the round.

The winning team scores **1 point** for winning the round, plus **1 extra point** for each Bonus Token they have collected. Move your team's Score Marker along the Score Track according to the number of points you just scored. The losing team does not score any points, even if they collected Bonus Tokens.

In the case of a tie, neither team scores.
After each round, both teams return all Bonus Tokens to the table.

LAPPING THE BOARD

Any time your team completes a full lap around the board from your starting position, take your team's Lap Token from the middle and set it in front of you with the "1 Lap" side face up. If you complete another lap, flip it to the "2 Laps" side. Put these Lap Tokens back into the middle after each round.

VALID WORDS

During your opponent's turn, you have the opportunity to challenge them if they say a word that you don't believe fits the Category, is not a real word, does not start with one of the correct letters, or has already been used during this turn. Shout "challenge," flip the Timer sideways (to stop the time), and discuss the objection. Once a decision is made and the Chain is pushed back (if needed), start the Timer back up and continue playing.

WINNING

Once either team gets 12 or more points, they win!



NOTE: TEAMS ARE NOT ALLOWED TO USE THE SAME WORD TWICE ON ANY TURN.

HEY!
DON'T READ THESE RULES!
 READING IS THE WORST WAY TO LEARN HOW TO PLAY A GAME.
 INSTEAD, WATCH OUR INSTRUCTIONAL VIDEO:
WWW.REALLYLOUDLIBRARIANS.COM/HOW