



**Contents:**

- 200 Match Play cards
- 200 Scratch Play cards
- 1 timer
- 1 phrase pad

# Instructions

**2-8 players**  
**Ages 10+**





## Object

Score points for **unique** phrases using the root word during Scratch Play, and score points for the **most popular** phrases using the root word during Match Play. Terms, titles, names, and phrases are all acceptable, as long as they are commonly known.

## Setup

Each player takes one sheet from the phrase pad and a pen or pencil. A scorekeeper should be designated and he or she takes one additional sheet from the phrase pad. The youngest player starts the game by choosing one card from either box – Match Play or Scratch Play. Players take turns in clockwise fashion.

## Playing the Game

**Scratch Play:** If the player chooses a Scratch Play card, the player reads the word on the card aloud and shows it to the other players, and then flips the timer. All players privately write as many commonly known terms, titles, names, and phrases that include the root word as possible before time runs out.

**Example:** CENTER

shopping center, service center, command center, center field, center stage, centerpiece, front and center, center of gravity, center of attention, self-centered, *Journey To The Center Of The Earth* (book/movie), the United Center (sports arena)

After time expires, the player reads his or her answers aloud one at a time. Any answer in common with another player is scratched from all players' lists.

If any answer sounds questionable, the player is given a chance to explain. Other players may debate the answer.

Any player may formally object to an answer on the basis that the answer is weak or not common.

If a second player also joins in the objection, then the debate is ended **immediately**, and the answer is scratched.

**By definition, an answer is unacceptable anytime 2 players object.**

**Example:**

Mary offers the answer "center ice." When questioned, she explains that this is the area between the blue lines in hockey. In deciding whether to reject this answer, each player may fairly consider whether they have ever heard of the term before and whether it is too technical or obscure to be considered common. Mary's score and her prior objections may also be taken into consideration.

After the first player has read aloud his or her entire list, the player to the left reads his or her list of unscratched answers. This process continues until all players have read their lists.

Players score 1 point for each unscratched answer.

**Match Play:** If the player chooses a Match Play card, the player places the card on the table face up in view of all players. All players secretly write the **one** word they think will be the most popular among the other players for **each** blank, writing a total of three answers. The timer is not used.

After time expires, the player who drew the card reads his or her answers aloud one at a time. Any answer that matches another player is scored. Points are based on the number of matches. If two players match on an answer, each player receives 2 points. If 3 players match on an answer, each player receives 3 points, etc.

After the first player has read his or her 3 answers, the player to the left reads any unique answers left to match. This process continues until all players have read their lists and all matches have been scored.

## Guidelines

**Valid answers are *common* terms or phrases.**

**The character of the root word should be maintained.**

<u>root word</u>	<u>yes/good</u>	<u>no/bad</u>
<b>BOAT</b>	speedboat	junky boat
	sailboat	noisy boat

<u>root word</u>	<u>yes/good</u>	<u>no/bad</u>
<b>ICE</b>	dry ice	<b>dice</b>
	thin ice	<b>mice</b>
<b>SEA</b>	seahorse	<b>seam</b>
	seaweed	<b>seat</b>

**No cheap answers.**

Simply adding “d,” “ed,” “en,” “er,” “ing,” “ly,” “n,” “r,” “s,” or “y” is cheap.

However, **seize opportunities to build from these suffixes.**

<u>root word</u>	<u>cheap answer</u>	<u>valid answer</u>
<b>DIRT</b>	dirty	dirty <b>shame, down and dirty</b>
<b>DRIVE</b>	driver	<b>cab</b> driver, <b>screwdriver</b>
<b>FISH</b>	fishing	fishing <b>lure, gone</b> fishing
<b>GOLD</b>	golden	<b>golden rule, golden retriever</b>
<b>GROUND</b>	grounds	grounds <b>keeper, coffee</b> grounds
<b>HIGH</b>	highly	highly <b>unlikely, highly educated</b>
<b>UP</b>	upper	<b>upper case, upper class</b>

**What is acceptable is up to the players themselves.** Much of the fun lies in the debate, which often includes reference to answers previously accepted, i.e., “Why was *that* answer ok and *this* one is not?” Hostilities and allegiances may form based on prior debates, and objections may be influenced by who is ahead on the score sheet.

**Objections must be fair.** For each Scratch Play word, there will be a solid core of clearly common/acceptable answers and then some that are less common. The decision to object is personal and is influenced by a person's background, education, and life experiences. It doesn't matter that the answer exists in reality; if 2 players are not familiar with it, then they may fairly object.

**Arguments cease.** There can be banter and debate, but as soon as 2 players formally object, the debate is ended immediately. At that moment the answer is scratched, and it's time to move on.

## Ending the Game

The first player to reach the winning point total wins the game.

60 points with 7 or 8 players

50 points with 5 or 6 players

40 points with 4 players or fewer

## 2-player version

With only 2 players, the rules are the same, except:

- in **Scratch Play**, weak answers are rejected by the single opponent; and
- in **Match Play**, after both players have written their best answers, the player who picked the card chooses first, and only that player scores if there is a match. Next, the opponent chooses from the remaining two answers, and only that player scores if there is a match. If there is no match, then the opponent has another chance to match on the third word (as compensation for not having first choice). If there is a match on the second word, then the third word is not used. Matches score 5 points each.



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