

AMBIGUITY

The Game of Ambiguous Deductions

Guess the Mystery “Items” of Your Opponents

For 2-6 Players Aged 8+

(Updated February 5, 2020)



Lasercut Components:

- 450 “items” on 45 cards
- 105 attributes on 35 cards
- 60 player tokens in six colours
- 3 special revelation cards
- 10 “Take a Guess” cards
- 2 gameboards
- deduction forms.

Goal:

Use deductive logic to determine each players' secret "item".

Setup: At the start of each round of play ...

- Give each player a deduction form and three "Take a Guess" tokens
- The dealer shuffles the item cards and separates 12 of them, discarding the remainder
- Give each player one item card in secret
- Each player picks a word and writes in one their form
- Each player returns their card and the dealer shuffles them randomly into the Items grid.
- Stack the coins face up from highest (50) to lowest (5).

Game Play:

- Any player pulls an Attribute card and places it in the Attributes grid into an unused slot – an unused slot has no tokens in it
- Each player whose mystery item matches one of their attributes must place their coloured token on the card without revealing the actual attribute

Players can make guesses of other players at any time, although you shouldn't do so until enough attributes have been exposed.

Recording Deductions: Use the deduction form to manage your suspicions.

Making a Guess: Play your “Make a Guess” card and ask one player if they have the item you have surmised. If correct, grab the top coin in the coin stack and mark your score on your form. If you have no “Make a Guess” card, you must wait for someone else to make a guess first.

Using the Length Indicator: If after several attempts to guess words, any player can ask for all players to reveal the length of their secret word, recording on your deduction form.

Scoring: At the end of each round, each player adds up the points of the coins.

Reveal Card: When the “All Players Reveal One Letter” card is played, all players must reveal one letter in their item’s word. They must place their coloured token on any one of the A-Z slots on the board. The choice should be strategic.

Strategy: Look at the attribute cards that have no tokens. Use lack of attributes in your determination - a process of elimination.

Easier Game: Instead of 12 item cards, use 8 or less cards. Use the red clue cards earlier.

Two-Player Game: The game is usually over when the first person guesses the other player's item. However, you can continue by removing coins each time the other player makes an incorrect guess.

ATTRIBUTES GRID												
A	B	C	D	E	F	G	H	I	3	7		
J	K	L	M	N	O	P	Q	R	4	8		
S	T	U	V	W	X	Y	Z	5	6	9+		

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AMBIGUITY WORD GRID												
A	B	C	D									
E	F	G	H									
I	J	K	L									

YOUR GUESS			
PLAYER	A-L	1-10	SCORE

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