



LATE NIGHT ALIAS



Content:

300 word cards, 100 blank cards, game board, 6 pawns, sand timer, card vault, a pencil.

Aim of the game

Explain words using other words, synonyms or opposites! Try to get your partner or team to correctly guess as many words as possible before the sand in the timer runs out. You move forward on the board for each correct guess, and the first team to reach finish wins!



Set-up

1. Before the first game, fold the Card Vault as shown **1**.
2. Now, let each player write whatever word they wish on a blank card. Use your imagination! Push the boundaries! Write down the funniest, most outrageous words and stick them into the Vault for some unsuspecting friend to explain! You'll need 12 cards in the vault, so if required, let some players write a second and a third word on more cards. To always know which word has recently been written, use the whiter sides of the cards first, and if they are ever full, start using the bluer sides.
3. Place the Word Cards next to the game board, and the sand timer, blank cards and the pencil nearby.
4. Each team takes a pawn and places it in the start space.
5. Each player puts their cards in the card vault, and the closed vault is placed on the game board.
6. Choose a team to start and one player to act as the explainer during the first round.

How to play

1. Start the turn by checking the number of the space your pawn is in.
2. When you're in turn to explain, take a stack of word cards from the deck, without showing it to your teammates. Start the timer and begin to explain the word by the correct number on the card.
3. When the word is guessed, place the used card on the table, and start explaining a new word from the next card.
4. When the sand runs out in the timer, all the teams can try to guess the last word. The team to guess it first moves one step forward on the board.
5. The cards on the table show how many words the team guessed correctly. For each word, move one step forward on the game board.
6. The used cards are placed on the bottom of the deck. Then it's the next team's turn!

The Card Vault

Whenever a team lands on, or passes, a Vault space, on their next turn they explain words from the cards in the Card Vault! After the timer is started, take out the cards one by one and explain just like normal. After the time has run out, move your team's pawn accordingly and leave any extra cards in the Vault.



Now all the players take two new blank cards and write one new word each. The new cards are placed

in the Vault, too. It doesn't matter if you end up explaining words you or your teammates have written!

End of the game

Once one of the teams has reached the exploding safe at the end of the game route, the game ends and that team win!



When you explain or make mistakes

- You are not allowed to use any part of the word when you try to explain it, nor a derivative word.
- When the guessers have guessed one part of the word correctly, you can begin to use it to explain the rest.
- It's a good idea to use opposites and synonyms.
- You can keep explaining and giving more clues, and the guessers can make as many guesses as they want.
- If you make a mistake while explaining, or are not able to make your team guess, put the card to the side and explain a new word from the next card instead. The card you put to the side will be one step backwards when you check your score for the turn.

