

# EVEN MORE METAGAMES

Beyond the six games that come in the box... Here is the first in our series of rules for new games to play with your Metagame deck.

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Designed by Local No. 12:  
Colleen Macklin, John  
Sharp & Eric Zimmerman

# GET A CLUE

 4+



Give everyone a clue about your card. But here's the twist: you want some - but not all - of the other players to get the clue.

## SETUP

Each player needs a coin (or a spoon or their finger) and a hand of 7 culture cards. One player is the first *whisperer*.

## PLAY

The whisperer picks a card from their hand. Without revealing it, the whisperer describes the card with a word or short phrase - it should be a little ambiguous. Everyone else picks a card from their hand that best fits the clue and puts it face-down on the whisperer's card.

The whisperer shuffles the cards and places them face-up. Don't reveal what card you played. Players silently decide which card they think is the whisperer's. Then, on 3-2-1-GO everyone (except the whisperer) simultaneously places a coin (or spoon or finger) on the card they chose. You can't choose your own card.

## SCORING

*Pass out opinion cards to keep score - 1 card per point.*

- **For the whisperer:** If everyone or no one chose the whisperer's card, then the whisperer gets nothing! Otherwise, the whisperer gets 1 point for each coin that was placed on their card.

- **Guessing the truth:** Everyone who correctly guessed the whisperer's card gets 1 point.

## WINNING

After scoring, discard culture cards that were played and deal everyone a new culture card. The person to the left is the new whisperer. Go once around the circle for a short match or twice for a longer one. The most points wins.