

# EVEN MORE METAGAMES

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

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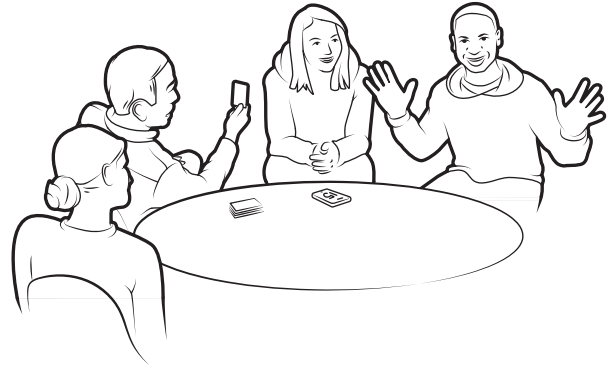
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# WHAT THE WHAT?

 4+



A frantic game of quick communication. Help your partner guess as many cards as they can... just watch what you say!

## SETUP

Play in teams of 2. Sit across from your partner. You only use culture cards - put them in a face-down stack.

## GAMEPLAY

The game is played in 1-minute rounds. Each round, one pair of partners plays. During the round, try to get your partner to guess the title of as many culture cards as possible. One of your opponents can act as the timer.

When a round starts, you draw a card and can say any words or use any gestures to get your partner to guess the title of the card. **But you can't say ANY of the words written on the card.** An opponent who is not timing should look over your shoulder and check on you.

If your partner guesses the card, draw another and keep going. If you say one of the words on the card, set it aside and draw another one. You can also choose to pass on a card and just draw another one.

## SCORING

Play 4 rounds (twice per pair), so that each person gets to be guesser once and clue-giver once. Keep a stack of the cards you and your partner guessed. The team that guessed the most cards wins.

## Different numbers of players?

- **2 players:** How many cards can you guess in 2 rounds? Our record is 37.
- **An odd number:** Go around the circle: everybody gives clues to the person on their left. You score any cards on a round where you guessed OR gave clues.