



This is the game where you need to get people to understand what you are saying. Sounds simple, right? But wait, there's a catch! Your tongue keeps getting in the way ...and you're going to sound really funny! Collect the most points from correct guesses to win!

CONTENTS



200 cards



20 chips



60 sec sand timer



Scorepad

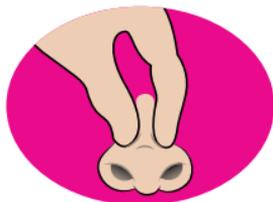
SETUP

1. Place the card deck and chips on the Table.
2. Pick a start player. They are the oh-so-important “Cluegiver”.
3. Deal 6 cards face down to the Cluegiver.
4. Another player takes charge of the timer. They are the Timekeeper, a lofty position of some prestige and gravity.
5. Another player takes charge of the scorepad. They are the Scorekeeper, a hallowed position of tedious work mixed with brief moments of excitement. They will need to procure a pen or pencil if they don't already have one.
6. All players except the Cluegiver shall be Guessers for this turn.

PLAY

The Timekeeper starts the timer saying “Go!” or “Mumble away!” or any suitable starting phrase as they like.

Cluegiver turns over their top card and reads aloud each of the three clues in order in this specific manner:



1ST CLUE

While pinching your nose closed.



2ND CLUE

While biting gently on your tongue so it doesn't move.



3RD CLUE

While holding your nose closed with your tongue hanging out of your mouth.

Fail to use the proper method and the card must be skipped.

Everyone else tries to guess the answer, but each player is allowed only ONE answer per clue.

As soon as someone guesses the answer correctly, the Cluegiver gives the card to that player. If multiple Guessers got it correct at the same time, the rest of them take a chip.

Cluegiver continues trying to get answers guessed until time is up.

Guessers can ask the player to repeat the clue as many times as they like. The Cluegiver can skip a card. All cards skipped are taken out of the game.

SCORING AND NEW ROUND

The Scorekeeper now tallies players scores on the pad. Guessers receive one point for each card or chip they received and the Cluegiver receives one point for each card given away.

1. Shuffle any cards not used by the Cluegiver back into the deck.
2. Place cards that were used back into the box.
3. The next player clockwise now becomes the new Cluegiver and receives 6 new cards.
4. Shift the TimeKeeper position clockwise to the next player.

GAME END

Once each player has been Cluegiver once, you may stop and declare the player or players with the most points the winner! If you wish, play another round and continue the score to reach even higher levels of victory!

Don't like ties? Put the tied winners in an overtime match where they are the only Cluegivers and NOT guessing and the rest are still Guessers. After each has given their Clue set once, if there is a clear winner, declare them the Victor! If some or all are still tied, then continue until only one stands alone. Now that player may rightfully declare that they are the CHEESE!

ADVANCED PLAY

For a more challenging game, do not use the clues on the cards. Instead, make up the 3 clues as you play. However, the scoring changes a bit. Give 1 pt to the Guesser(s) and Cluegiver if guessed on the 1st or 2nd clue. But give 3 pts if guessed on the 3rd clue.

CREDITS

GAME DESIGN

Jack Hanauer

EDITING

Frank DiLorenzo

DEVELOPMENT

Frank DiLorenzo

Dan DiLorenzo

Matt DiLorenzo

Annamaria Carrer

GRAPHIC DESIGN

Jenn V. DiFranco

ADVANCED RULES IDEA

Sandra Brock Steffensen



www.RnRGames.com

Bite Your Tongue!™ game materials use tradenames and trademarks that are widely recognized by the public. The use of these game materials is not sponsored or approved by the owners of these trademarks and these materials should only be used for entertainment purposes.

©2019 R&R GAMES, INC. All Rights Reserved