R¢R THINGAMAGAMES PRESENTS

THINGAMAJIG

EZ-PLAY™ RULES

Setup - Put the red Thingama-chips in the middle of the table.

3 players-Use only 36 chips

4 players-Use only 48 chips 5 players-Use only 60 chips 6 players-Use only 72 chips 7 Players-Use only 84 chips

8+ Players-Use all the chips

Give each player a pencil and paper.

Play- Play starts with the youngest player. He is the first Definer and takes the Thingamajig. He presses its red button and silently reads the word displayed. The Definer must now think of a definition of the word and tell it to the other players.

Example: It is Tim's turn so he takes the Thingamaiig and presses the red button. He sees the word 'bat' appear. He then says: "Ok, this is a device used in sports, and it is made out of wood."

Note- This definition can be as long or as short as the Definer wishes. There are no rules or restrictions.

After the Definer has completed his definition, all other players must guess the word and write it down. Once everyone has written an answer, the Definer reveals the word on the Thingamaiig and scoring occurs.

Scoring- After all players have read their guesses aloud, score as follows:

Each player who guessed the correct word gets one Thingamachip. The Definer gets one chip for each correct guess with one **EXCEPTION!** - If all players guess correctly, the Definer gets nothing!

Note- If there is any confusion as to whether someone's answer is close enough or similar to the actual word, then it is considered incorrect.

The turn ends after scoring. The Definer gives the Thingamajig to the player on his left and this player becomes the new Definer for the next turn.

Game End - Play until there are no Thingamachips left in the center. The winner is the player with the most Thingamachips.

Optional rule: To make the defining more challenging you can prohibit mentioning word length and specific letters in the word.

Other Uses for your Thingamajig™

Visit www.rnrgames.com and check out the Thingamajig page to find other fun games you can play with your Thingamajig!

"2003 R&R GAMES, INC. ALL RIGHTS RESERVED
THINGAMAJIG AND EZ-PLAY ARE TRADEMARKS OF R&R GAMES, INC.
DESIGNER: AARON WEISSBLUM
ART DIRECTOR: JOHN VETTER
EDITING: FRANK DILORENZO