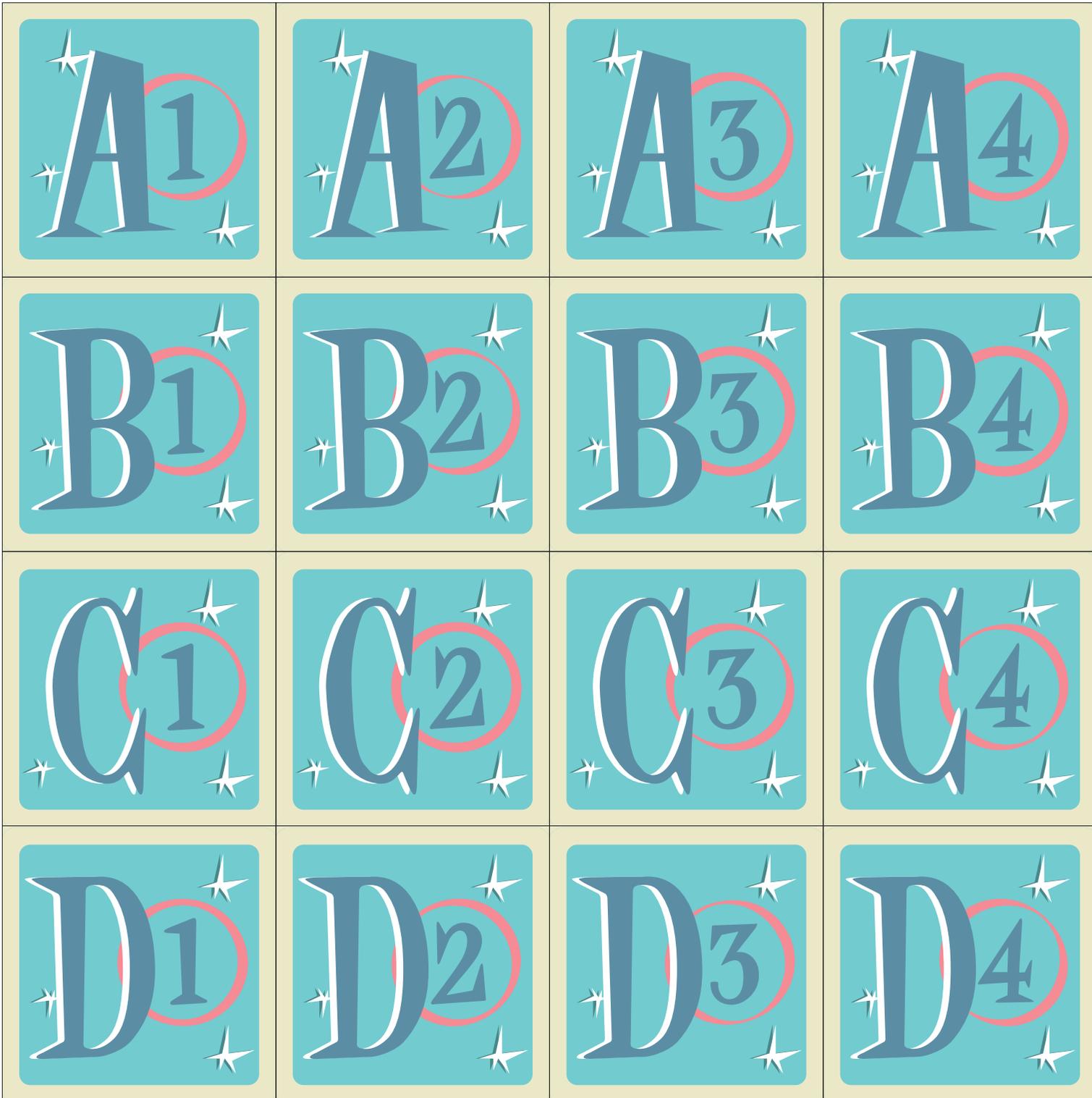


ORANGE	CAT	HEART	SUMMER	APPLE
HAPPINESS	MILK	CAR	DOCTOR	SOCIAL MEDIAS
MOO	FEET	COLD	MEAN	DREAM
WATER	PHONE	HOT	DRESS	GRASS
A	B	C	D	1
2	3	4		



# Rules for Clues

- Clues must be limited to a single word that relates to both code words.
- Clues with the same root as a code word may not be used.
- Clues cannot be reused in any form (including incorrectly guessed clues).

## End of the Game

The game can end in one of **two ways**:

- The timer runs out.

*OR*

- There are no Clue Cards left in the pile and the players have no more cards in hand.

Players then count the number of Clue Cards correctly placed in the grid and use the following table for scoring:

	Failed	Average	Good	Awesome
<b>Express</b>	Oh dear, clearly you don't understand each other at all. <b>&lt; 4</b>	You have a basic understanding of how the other players think! <b>4-5</b>	Wow! You have a strong connection! <b>6-7</b>	A perfect score! You must be telepathically linked! <b>8+</b>
<b>Classic</b>	<b>&lt; 8</b>	<b>8-11</b>	<b>12-14</b>	<b>15+</b>

 Grégory Grard

# CROSS'S CLUES™

COOPERATE TO CONNECT THE CLUES!

## Rules



This is a free **Print & Play** mini version of our new cooperative game Cross Clues. Cut your cards and separate them between Letters, Numbers and Words. Follow the rules of the game below and work together to fill the grid and win the game! Use any device as a timer and give your group 5 minutes to fill out a 4x4 grid or a 3x3 grid. You can also play the game without timing yourself.

### Want more?

You can find the complete version of Cross Clues in your local game store. The complete version includes 85 cards in total and a sand timer, and allows you to play with a 5x5 grid. The game is also available on our website: <http://store.blueorangegames.com/>

## Introduction

Can you come up with a clue that is a cross between “Bear” and “Doctor”? Got one? Then say it out loud to the other players and hope they can figure out which two code words you crossed to make your clue!

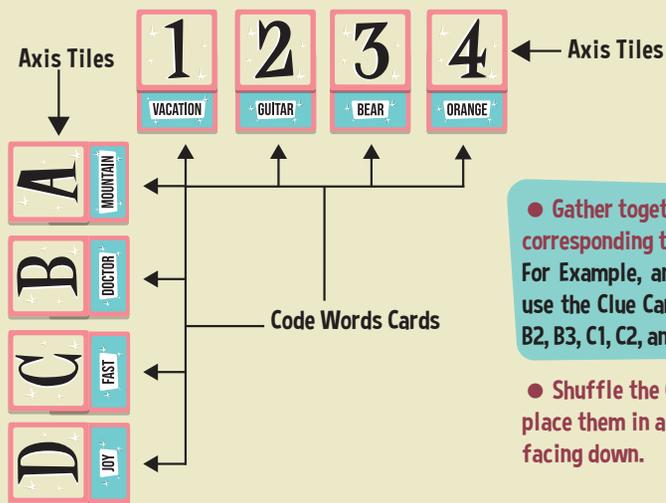
## Object of the Game

Work together to fill in the grid with Clue Cards! Each player must come up with a clue that represents the crossing of their unique combination of code words. If the other players can correctly guess which two words you crossed, then you get to place your Clue Card in its proper location in the grid. If they guess wrong, the card is discarded. Your goal is to fill in the grid with as many clues as possible by correctly guessing the location of each card.

Choose your clues carefully and try to get the best score possible!

## Setup

- Choose one from the two following grid sizes: Classic (4x4 grid) or Express (3x3 grid).
- Begin your grid by arranging the Axis Tiles in order, with the letters in a single row and the numbers in a single column (see diagram below).
- Shuffle the Code Word Cards together and place them so that one word is visible in front of each Axis Tile.



● Gather together the Clue Cards corresponding to your game size. For Example, an Express (3x3) grid will use the Clue Cards labeled: A1, A2, A3, B1, B2, B3, C1, C2, and C3.

● Shuffle the Clue Cards together and place them in a pile, with the coordinates facing down.

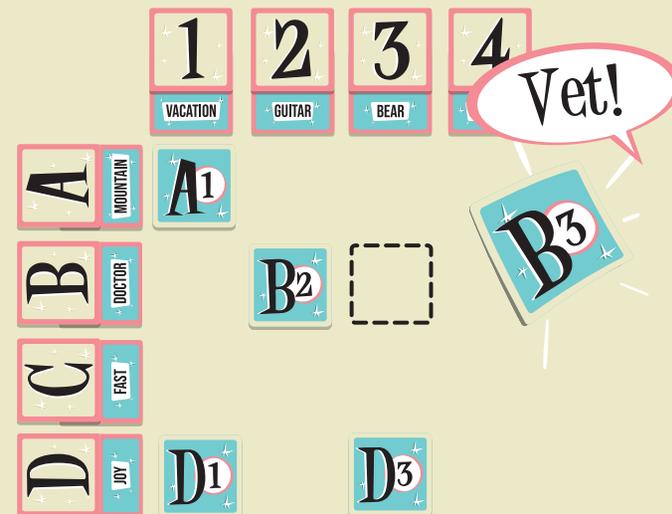
## Contents of the mini version

- 8 Axis Tiles
- 16 Clue Cards
- 10 Code Word Cards

## How to Play

- When all players are ready, the game begins. Be sure to start the timer if you are using one.
- Each player draws one Clue Card from the pile, without revealing it to the other players. Clue Cards have coordinates on them that represent a unique crossing of two of the code words laid out during setup (row and column).
- You must try to come up with a single word that best combines both of the code words listed on your Clue Card.

Ex: “Vet” could be used as a clue to represent a link between Bear and Doctor.



### 2 or 3 player game:

When playing with two or three players, each player always has two Clue Cards to choose from in their hands. They can choose either one if they can come up with a good clue for it.

- At any time, when a player comes up with a clue, they gather the attention of the group, and then say their clue out loud so that everyone can hear it.

*Note: There is no turn order. If a player is ready, then they may give their clue.*

- The other players now have a single guess to try to correctly place the Clue Card in its proper location. They may communicate with each other and exchange opinions, but only one player acts as the spokesperson for the team and gives the team’s final guess:

▪ If they correctly guess the coordinates of the player’s Clue Card, that player places their card in its location in the grid, with its coordinates facing up.



▪ If they guess incorrectly, the Clue Card is placed to the side of the table, without revealing its coordinates.



- The player who gave the clue then draws a new Clue Card from the pile. When the pile is empty, the game continues until no player has a card left in their hand. (Or the timer runs out).