

THINGS IN RINGS



2-6



20'



6+



COMPONENTS

- A** 3 Rings
- B** 4 Label Tokens
- C** 240 Thing Cards
- D** 24 Attribute Rule Cards
- E** 24 Word Rule Cards
- F** 24 Context Rule Cards

CREDITS

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Place things in rings and try to guess the secret rules!

CHALLENGE LEVEL

Casual/Family

Use 1 ring

Suggested:

ATTRIBUTE

Standard

Use 2 rings

Suggested:

ATTRIBUTE
WORD

Advanced

Use 3 rings

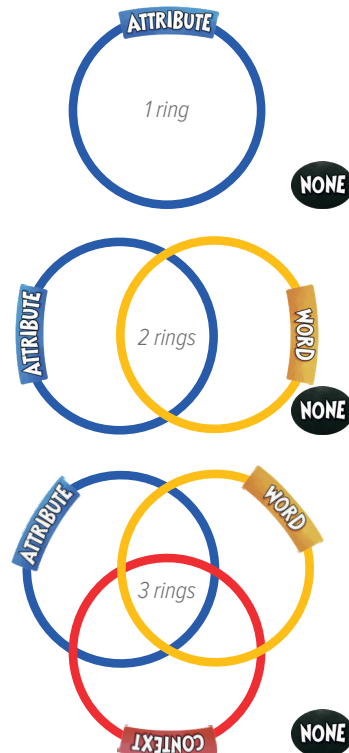
ATTRIBUTE
WORD
CONTEXT

For your first game:

We recommend a Casual or Standard setup with only Easy rule cards.

SETUP

- 1** Choose a mix of **1, 2, or 3 rings** based on your preferred challenge level. Arrange them on the table as shown, with “None” somewhere nearby.
- 2** Choose 1 player to be the **Knower**. All others are **Finders**. *With 2 players, use the co-op variant on pg. 6.*
- 3** Decide how difficult the **ring rules** will be (Easy, Medium, or Difficult). For each ring, the Knower draws 1 random **rule card** of the matching color and chosen difficulty (marked on the back). *The Knower looks at the rules but must keep them secret at all times.*
- 4** Shuffle the **things** deck and deal each player a hand of **5**.
- 5** The Knower chooses **3 things** from their hand and places them **correctly**, following the ring rules (see pg. 4). They discard their remaining 2 things facedown. *The starting things act as clues to help the Finders start guessing the rules.*



OVERVIEW

The Finders take turns placing things in rings and try to guess each ring's secret rule. The first Finder to **empty their hand** by placing 5 things correctly wins!

GAME TURNS

The Finders take turns clockwise. On your turn, follow these steps:

- 1** Choose a **thing** from your hand and place it faceup anywhere in or outside the rings.
- 2** The Knower checks the ring rules to see if your thing is placed **correctly** (see pg. 4). If it is, they say “correct.” If it isn't, they move it to where it belongs.
- 3** If you placed **correctly**, place another thing (start over from step 1). If you placed **incorrectly**, draw 1 new thing, then end your turn.

EXAMPLE TURN



In a 2-ring game, a Finder thinks “comet” belongs in the blue and yellow rings.



The Knower checks the rules and sees that “comet” doesn't follow either.



The Knower moves “comet” outside both rings. The Finder must draw a thing and end their turn.

Placing Multiple Things

There's **no limit** to how many things you can place in a turn, as long as you keep placing correctly. You **only** draw a new thing when you place incorrectly.

PLACING THINGS

Each ring has a secret rule about which things belong inside it. A thing is placed **correctly** if it's in **every** ring where it belongs, and **no** rings where it doesn't belong.

- A** A thing that follows **only 1** ring rule belongs in **only** that ring.
- B** A thing that follows **2 or more** ring rules belongs in the **overlap** between those rings.
- C** A thing that follows **none** of the ring rules belongs **outside** all the rings (with the "None" label).

RING RULES

- D** The **Attribute** ring has a rule about physical properties things have, like size, weight, or shape.
- E** The **Word** ring has a rule about how we spell, write, or pronounce the names of things.
- F** The **Context** ring has a rule about where we might find things or how we use them. *This is often trickiest to figure out!*



GAME END

When any Finder places the **last** thing in their hand **correctly** (without drawing another), they **win!** The Finders can then try to guess the secret rules to earn bragging rights.

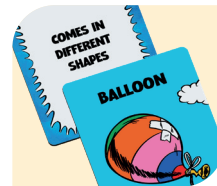
Things Stay in Play

Once a thing is in the correct spot, it stays there for the rest of the game. This makes it easier to figure out the rules as the game goes on.

KNOWING THINGS

As the Knower, your goal is to facilitate the game, not stump the Finders. When placing things at setup, try to choose 3 that follow the rules unambiguously and are spread out across the rings.

If you're having trouble deciding if a thing follows a rule, consider a "typical" or "average" version of the thing. You can use its picture to narrow your interpretation if needed. It's okay to use your judgment—that's part of the puzzle!



This balloon has a specific shape, but balloons in general have many. Place it inside the blue ring.



Brooms are used in curling, but the average broom isn't. Place it outside the red ring.

CO-OP VARIANT

In this variant for **2-4 players**, the Knower and all Finders work together. The goal is for **every** Finder to place 5 things correctly.

Setup Changes: The Knower draws a hand of **10** things (not 5). They place 1 thing per player (including themselves), then **keep** the rest.

Gameplay: After each round of Finder turns, the Knower places **1 new thing**. Finders keep their things **hidden**, but may discuss theories and strategy. Finders with no things left skip their turns.

Game End: If the Knower needs to place a clue but has **none**, everyone loses. If **every** Finder empties their hand first, everyone wins!

