

Luc Rémond, David Simiand

CLUELLAGE

Game Rules



3–6 players



12+



20 min



Explained in a minute



Develops abstract thinking



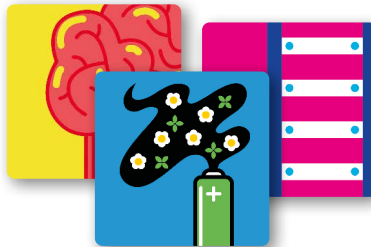
A great fit for anyone

GAME OVERVIEW

You have a frog, a birch, and something that looks like a mountain. Try assembling those into the Eiffel Tower. Or a New Year's Eve. Or Charlie Chaplin! Guide your opponents with your meaningful collage to the secret word and guess the other players' masterpieces. What could this yellow and blue-striped nonsense mean?

GAME COMPONENTS

- 100 double-sided Picture cards – you will be creating your masterpieces with those



- 49 double-sided Word cards – they will be explained by masterpieces. There are four thematic categories:

10 Character cards
(green outline)

1. Barack Obama
2. Mickey Mouse
3. Hulk
4. Chewbacca
5. Shakira
6. Charlie Chaplin

7 Location cards
(red outline)

1. Australia
2. Andes
3. Statue of Liberty
4. Dubai
5. Stonehenge
6. Loch Ness

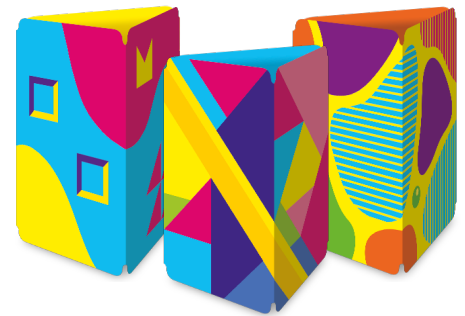
1. Car
2. Fork
3. Fireman
4. Jellyfish
5. Dandelion
6. Die

1. Hurricane
2. Order
3. Crash
4. Heritage
5. Hike
6. Imprisonment

22 Object cards
(yellow outline)

10 Abstract Notion
cards (blue outline)

- 6 screens to conceal information



- 6 dice for making important decisions



- 36 numbered (1–6) tokens to guess masterpieces

1 2 3 4 5 6

1 2 3 4 5 6

1 2 3 4 5 6

1 2 3 4 5 6

1 2 3 4 5 6

1 2 3 4 5 6

- 35 Victory Point tokens used for scoring
(20 double-sided "1"/"2" tokens and 15 "5"/"10" tokens)



- This rulebook

SETUP

1. Sort out all of the Word cards with a red outline and place them aside, we don't recommend playing with them during the first couple of games. Shuffle the remaining Word cards into one deck and place it with either side up in the middle of the table. Leave some space for the discard pile beside the deck.
2. Each player takes a die and a screen. Place your screen in front of yourself. Return all of the unused components to the box.
3. Each player gets a set of tokens numbered from 1 to 6 and places all of them face down.
4. Shuffle all Picture cards into a single deck and place it with either side up. Leave some space for the discard pile beside the deck.
5. Place all VP tokens beside the Word deck.
6. Each player is dealt five Picture cards. Keep the cards in a pile in front of you, and don't look at the other sides of your cards. You may start playing now and keep reading the rules on the go.

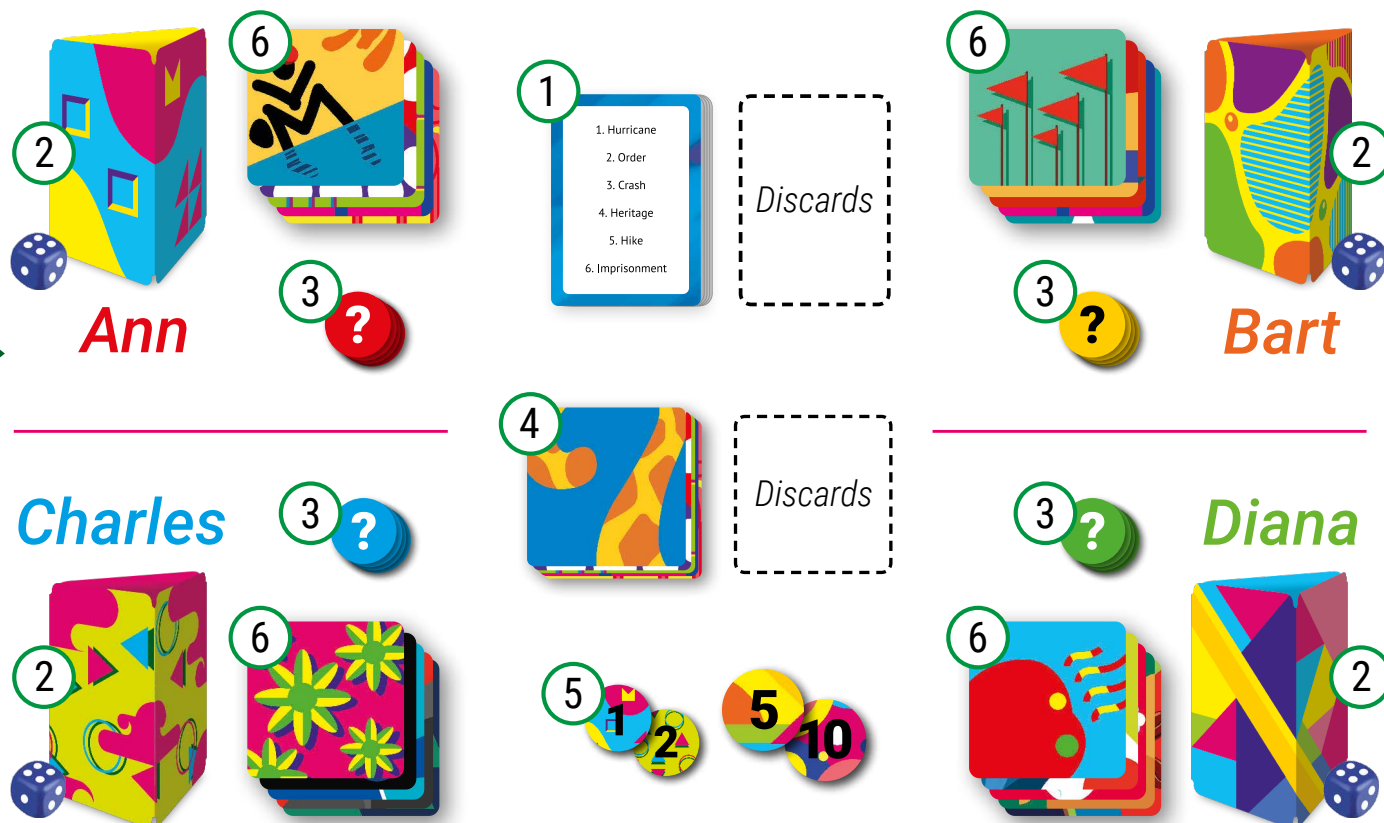
GAMEPLAY OVERVIEW

The game is played in three rounds. Each round is played in four steps.

1. **GETTING THE WORD** – roll a die and get the word you will be explaining with your masterpiece.
2. **CLAIMING CARDS** – race for the Picture cards that suit you best.
3. **CREATING A MASTERPIECE** – arrange your cards into a “cluillage,” trying to explain your word to the others.
4. **RUNNING THE EXHIBIT** – all players guess the words and score victory points.



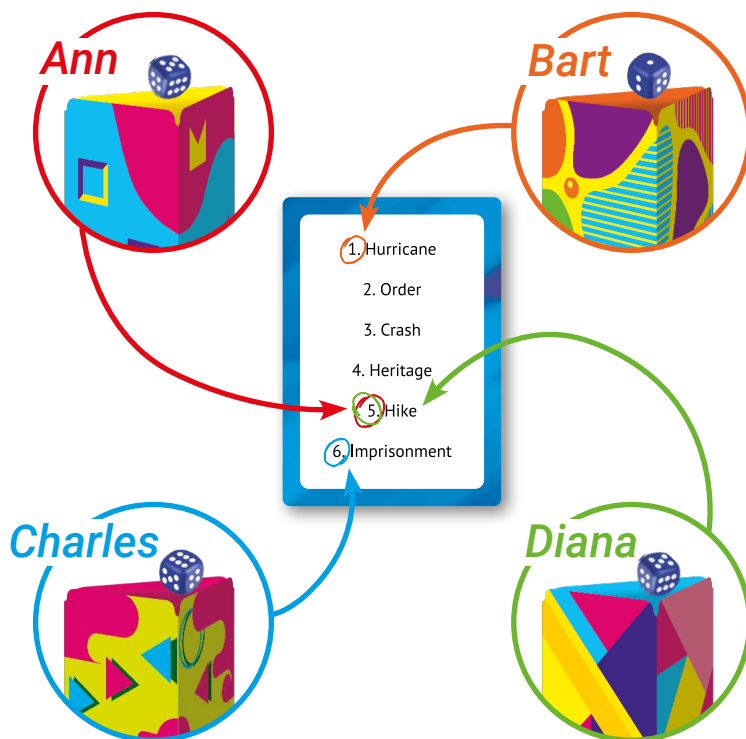
Next we will talk about these steps in detail.



STEP 1: GETTING THE WORD

Draw the top Word card of the deck and place it in the middle of the table with either side up.

Each player rolls their die behind their screen, so the other players don't see the rolled number. The rolled result shows the number of the word you will get to explain with your masterpiece. Someone might roll the same number, and that's perfectly fine. It is important not to cheat: play honestly to get the most out of the game.



STEP 2: CLAIMING CARDS

All players simultaneously flip the top cards of their piles (facing outwards) and place them in the middle of the table. Then, without taking turns, cover any card you want with your hand, as faster as you can. Place the card you've claimed next to your pile. All of the claimed cards will turn into your masterpiece. Keep resolving the cards from your piles in the same way. Once everyone has five cards they've claimed, the players start creating their masterpieces. If you don't have enough cards to deal to the players at any moment, shuffle the discards into a new Picture deck.

STEP 3: CREATING A MASTERPIECE

Try explaining your word with the Picture cards you have. Arrange the cards in a "clue" that will help the other players guess your word.

You'll have to follow several rules:

1. The cards may overlap. They can also be placed without touching one another.
2. You may not hide a card completely. At least one-fourth of a card must be seen.
3. You may not flip your cards — you must use the sides you got during the previous step.
4. You may not start creating your masterpiece before getting five cards.
5. Your masterpiece should face the other players — this way, they will have a higher chance of understanding your clues.
6. Use all cards you got during the previous step.

Once you are done with your masterpiece, proceed with the exhibit.

This is allowed



This is not allowed



STEP 4: RUNNING THE EXHIBIT

Start guessing the words. Begin with the player who was the first to finish their masterpiece.

Look at the player's "cluelligence" and place a token with the number of the word you think is explained, face down. All players place their tokens simultaneously and don't share their guesses with anyone. Even if you have no idea which word is explained, place a face-down token anyway.

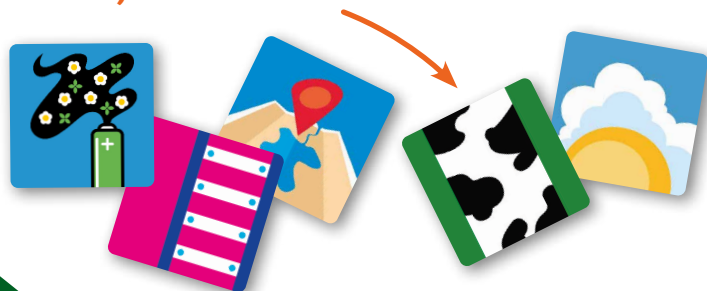
We recommend discussing masterpieces. This way, you can deduce the initial idea behind the "cluelligence" or confuse other players. It's also hilarious, trust us.

Once everyone is ready, reveal the numbered tokens. Everyone who gets the word right scores 1 VP. The owner of the "cluelligence" scores the number of VP equal to the number of correct guesses.

Important: if your "cluelligence" is being reviewed, you may not give any hints to the players – you must remain silent.

Now, everyone is trying to guess the word of the next player. Once you are done reviewing all masterpieces, place all of the Picture cards and the Word card in the discard pile. The next round begins.

Diana, is it a "Hike"?



You're absolutely right, Bart!

END OF THE GAME

The game ends after the third round. Tally your VP – whoever has the most wins. In case of a tie, all tied players share victory.

GAME VARIANT

In this variant, you may choose any one category you want to play with and sort out all of the cards with the corresponding outline into the Word deck. Place all of the other Word cards back in the box. Characters and Abstract Notions are the easiest. The Locations are the most difficult, so we recommend playing with those in your later games.



Is it you, Chewbacca?



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Now quit reading the small print! Let's play!