Rules and Example of the Game "Ready-Ready-Show!"

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Objective

Be the first to uncover your opponent's original six-letter word by calling "Show!", or win if your opponent surrenders by saying "Fold".

Requirements

- Two players
- Pen and paper for each player
- Poker chips or tokens for the pot (optional)

Setup

1. Each player secretly writes down a six-letter noun (must be a valid dictionary word).
2. The pot starts at 0 units. The maximum pot size is 5 units.
3. Determine the starting player by lot (e.g., coin toss).

Gameplay

Players take turns. On your turn, you must choose one of three actions:

1. "Ready"

- Modify your current word by one of the following methods:
    - Replace one letter with another,
    - Add one new letter (anywhere in the word),
    - Remove one existing letter.
- All word variants must be recorded in a column (original word at the top, each modification below the previous).
- After modifying, declare "Ready". The pot increases by 1 unit, and turn passes to your opponent.

2. "Fold"

- Surrender (allowed only after at least one turn has been completed by any player).
- Your opponent immediately wins the entire pot, and the game ends.
- Upon folding, you are not required to reveal your original word or modification history.

3. "Show!"

- Issue a challenge (allowed only on your turn and after at least 3 total turns have been taken).
- Your opponent must silently reveal their current word only (not the full history).
- You have 60 seconds to guess the original six-letter word (one attempt only).
    - If correct — You win the entire pot!

    – If incorrect — Your opponent wins the pot and is not required to reveal the original word or modification history.

    – If time expires — Your opponent wins the pot and is not required to reveal the original word or modification history.

Pot Limit Rule

Once the pot reaches 5 units, the player whose turn it is must call "Show!".

Example Game: "Ready-Ready-Show!" in Action

Players: Alex and Bailey
Starting Pot: 0 units

Setup

- Alex secretly writes his original word: `BATTLE`
- Bailey secretly writes her original word: `MANAGE`

Turn 1 (Alex)

- Alex modifies his word: removes the letter "E" from `BATTLE` → `BATTL`
- He records the change in a column:

```
BATTLE
BATTL
```

- Alex says: "Ready"
- The pot increases to 1 unit

Turn 2 (Bailey)

- Bailey modifies her word: adds the letter "R" to `MANAGE` → `MANAGER`
- She records the change:

```
MANAGE
MANAGER
```

- Bailey says: "Ready"
- The pot increases to 2 units

Turn 3 (Alex)

- Alex modifies his word again: adds the letter "E" to the end of `BATTL` → `BATTLE`
- He records the change:

```
BATTLE
BATTL
BATTLE
```

- Alex says: "Ready"
- The pot increases to 3 units
- Since at least 3 turns have been completed, either player may now call "Show!" on their turn

Turn 4 (Bailey)

- Bailey decides to challenge Alex. She says: "Show!"
- Alex must silently reveal his current word: `BATTLE`
- Bailey has 60 seconds to study the word and guess Alex's original 6-letter word
- Bailey considers:

   "The current word is BATTLE. The previous change was adding 'E' to BATTL. But the original word must be exactly 6 letters long. Could it be that he returned to his original word?"

- Bailey guesses: "BATTLE"
- Correct! Bailey wins the entire pot of 3 units
- The game ends

Alternative Outcome (If Bailey Had Guessed Incorrectly)

- If Bailey had guessed wrong (for example, "BATTLE") and time had not expired:
  - Alex would win the pot of 3 units
  - Alex would not be required to reveal his original word or modification history

Alternative Outcome (If Time Had Expired)

- If Bailey had not provided an answer within 60 seconds:
  - Alex would win the pot of 3 units
  - Alex would not be required to reveal his original word or modification history

This example demonstrates:

- The step-by-step modification process
- How the pot increases with each "Ready" call
- The strategy of returning to an original word to confuse the opponent
- The challenge mechanics and possible outcomes
- The importance of tracking word changes through the column method