

How To Play



A game oriented around collaboration, connections, and helping you Find Your Words™.

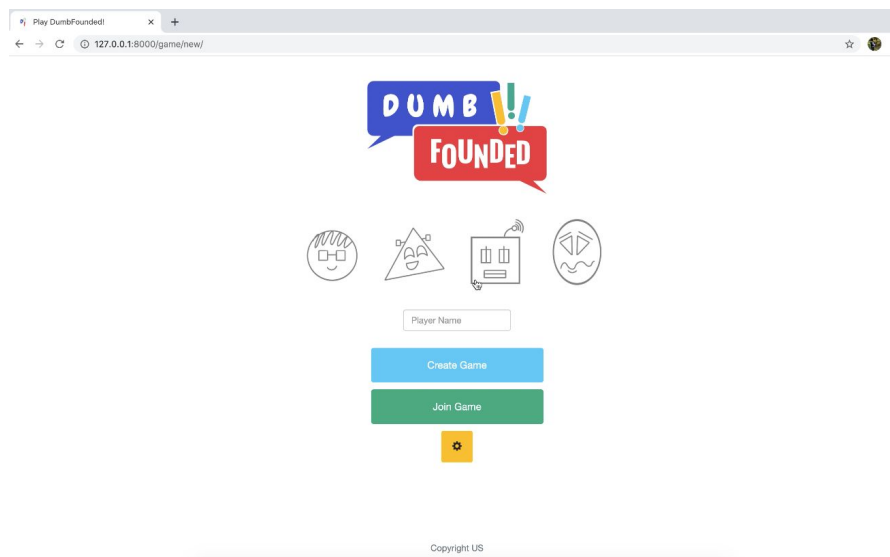
Instructions:

- A team captain will create a new gameroom and give their game PIN to their other team members.
- A second team captain will use the code to join the room.
- The other players will use the code to join the room and be randomly assigned to either the red team or the blue team.
- On each turn, the team captain will give their team members a hint in the form of a word and a number. The word hint relates to the words on the board that correspond to that team, and the number hint tells team members how many words it corresponds to.
- Team members will have three minutes to discuss which words they think best suit the phrase, and click on those words. If they correctly guessed a word, the number in the hints will decrease. They are able to click on as many words as the number in the hint.
- The turn will switch to the next team when the number of hints runs out and the process will repeat. That is, unless a team accidentally hits the “bomb” word, which makes them automatically lose the game.
- The team that guesses all of their words first, or doesn’t hit the “bomb” button, wins!

Starting the Game:

In order to start playing, log on to <http://playdumbfounded.online/new/>

You will be brought to a screen that looks like the one below:



To Create A Game

- Click on one of the four grey avatars to select it.
- Enter your name in the “Player Name” box.
- Click “Create Game” button.

This will make you a team captain and give you a game PIN to share with your team members!



Your room code is QLHW

Welcome Captain Luke!

To Join a Game

- Click on one of the four grey avatars to select it.
- Enter your name in the “Player Name” box.
- Click “Join Game” button.
- Enter in game PIN in “Game Pin” box.

This will either make you the second team captain or a team member on one of the two existing teams!



Your room code is QLHW

Welcome Hanna!

Game Features:

Features that you can change or access depending on your game role.

Captain Features

Settings

Before you create a game, you're able to change the settings of your game board.

- Click on the yellow settings icon on the landing page to access game board settings.
- Choose from the following board game sizes.
 - 5 x 5
 - 6 x 6
 - 7 x 7
- Choose the number of words each team will receive:
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10
- Hit the “Close” button to save your settings.
- Go through the process of “To Create A Game” above in order to make a game board with these settings applied.



Settings

Board Size (N*N)

5*5

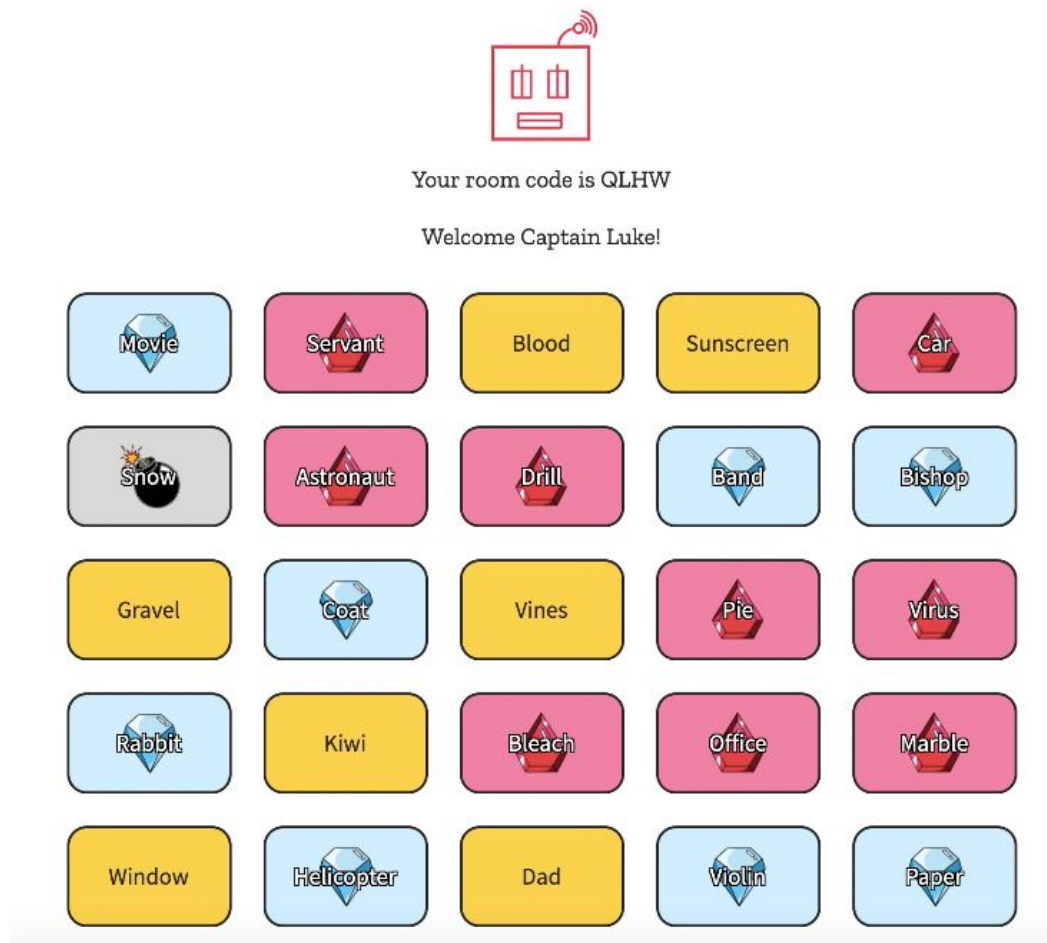
Words per side

8

Close

Game Board Viewing

As captain, you're able to see the entire game board, highlighting which words belong to the red team and blue team, the neutral words, and the bomb word.



Giving Hints

In order to initiate the team's turn, the captain will have to give the hints using the "Hint" feature at the top of the game board.

Enter your hint here

Hint Word and Num	Hint Word	Number	Submit
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Waiting for a hint from the captain of Blue team :

- Look for words that you can associate together in a one word hint. In the example above, the Blue Team captain might connect the words ["Movie"](#) and ["Band"](#) with the word "arts".
- Enter the hint word into the "Hint Word" box. In this case, the word is "arts".
- Enter the number of words it corresponds to in the "Number" box. In this case, the number is "2".
- Click the "Submit" button to trigger the team's three-minute turn, displayed like below.

Enter your hint here

Hint Word and Num	arts	2	Submit
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Current Hint: arts 2 2:58

Player Features

Game Board Viewing

Like the team captains, players get to view the game board, but their screen does not show the locations of each team's words. Instead, the entire board looks neutral to them.



Your room code is QLHW

Welcome Hanna!

Movie	Servant	Blood	Sunscreen	Car
Snow	Astronaut	Drill	Band	Bishop
Gravel	Coat	Vines	Pie	Virus
Rabbit	Kiwi	Bleach	Office	Marble
Window	Helicopter	Dad	Violin	Paper

Guessing Hints

Once the team captain enters a hint, it's up to team members to guess where their words on the board are!

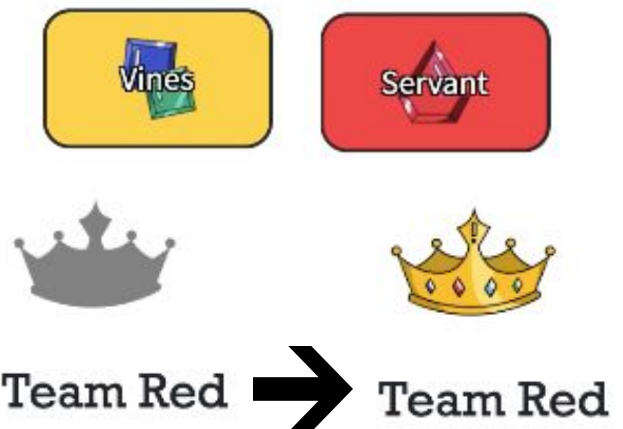
- Discuss the hint with your team members.
- Once you come to a decision click on the word you think best suits the hint. In this case, the word the team chooses might be ["Movie"](#).
- If you pick the correct word, the word will change colors across all screens!

 Movie	Servant
Snow	Astronaut

Guessing the Wrong Word

What happens if, on their turn, players guess the wrong word?

- If you pick a neutral word or word that corresponds to the other team, your turn will end.
 - This is indicated by the crown above the team names changing. If colored, the crown will turn grey, and vice versa. The colored crown indicates which team's turn it is.



- If you pick the bomb word, your team loses!

