



SPITBALL



Note: While this document assumes that you are using the default settings, your gameplay experience can be customized via the settings menu.

OBJECT:

The first team to earn 7 points wins

GAMEPLAY:

ROUND:

- Gameplay is divided into rounds
- At the start of each round, a timer is started. The round ends when the timer expires, signified by a buzzer sound.
- The team holding the device when the timer expires loses that round, and the other team earns a point.

EXPLAINING WORDS/PHRASES

- During a round, the player holding the device must get their teammates to guess the word or phrase displayed on the device. They must guess the entirety word or phrase exactly how it appears on the device (not just a portion of it)
- The player holding the device can NOT:
 - Say the word or any part of the word
 - Say use rhymes to assist your team
 - Say specific letters that are part of the word
 - Show the word to their teammates
- The player holding the device may:
 - Use physical gestures
 - Click the 'NEXT' button to receive a new word

WHAT TO DO...

... TO START A GAME:

- Divide into two teams
- Sit so that each player is near a member of the opposing team
- Select one or more categories
- Click the 'START' button

... WHEN YOU HAVE THE DEVICE:

- Explain the word/phrase displayed on the device to your teammates

... WHEN YOUR TEAMMATES GUESS YOUR WORD/PHRASE:

- Pass the device to a member of the other team. They should click the 'NEXT' button to receive a new word and gameplay continues.

... WHEN THE TIMER EXPIRES:

- The team holding the device when the timer expires loses that round. The other team wins the round and earns a point.
- Additionally, the winning team gets a single attempt to guess the final word/phrase of the round, called 'stealing'. If the winning team correctly guesses the word/phrase, they earn an additional point.
- Use the buttons on the device's screen to record the points earned for that round
- Use the 'Start Next Round' button to begin another round