



## THE OBJECT OF THE GAME

Teams compete **Back & 4th** guessing categories from clues (words or phrases) given by their teammates. The first team to win 4 rounds wins the game!

## GAME SETUP

Search "Back & 4th Timer" in the App Store or Google Play and download the free Back & 4th Timer app onto your smartphone or device. If you don't have access to a smartphone or device, play one of the game variations.



Divide into two teams and select a game piece. Sit around a table or in a circle alternating team members like this:



Choose a category color, green (easier) or purple (more challenging), to play throughout the game. Make sure all of the cards are facing the same way and place them face down where everyone can reach them. (Helpful Hint: Place multiple piles of cards around the table where they can be easily reached by everyone in the circle).

## WHAT'S IN THE BOX?

- 326 Cards/652 Category Clues
- 2 Game Pieces
- Game Board
- 2 Sand Timers/App Timer Download Instructions
- Rules

## PLAYING THE GAME

- Alternate players in the circle so each player is next to a member of the other team. (Helpful Hint: If the group has an odd number of players, situate players as you wish knowing that the Clue-Giver alternates throughout the round or play the Head-to-Head variation.)
- Pick a team to start and a player on that team to go first.
- The Clue-Giver for the first team selects a card and starts his or her team's timer. To start the timer, tap the other team's timer on the app. Once the timer has started, the Clue-Giver gives clues to help his or her team guess the category listed on the card.

Remember, you are listing things in the category, not describing the category.

- The first Clue-Giver's teammates guess until somebody shouts the correct category.
- As soon as the first team guesses the category, the Clue-Giver hits his or her timer, which stops the first team's time and starts the second team's time.
- The Clue-Giver from the second team quickly selects a card and begins giving clues to his or her team. When the second team guesses the category, the Clue-Giver hits his or her timer, which stops the second team's time and starts the first team's time again. The next player from the first team then quickly selects a new card and begins giving clues.
- Play continues furiously Back and 4th around the circle until one team's time runs out.
- When one team's time runs out, the round is complete. The team whose time ran out loses the round. The winning team moves its game piece forward one space on the game board.
- Reset the timer and start a new round. The winning team from the previous round starts the next round.

## WINNING THE GAME

The first team to win 4 rounds wins the game.

## THINGS YOU NEED TO KNOW

## GAME VARIATIONS

### CLUE EXAMPLES

If the category listed on the card is "Planets," the Clue-Giver could say, "Mars, Saturn, and Uranus." Or if the category listed is "Things You Rent," the Clue-Giver could say, "An apartment, a car, a tuxedo, skis, etc."

### GUESSING

Close counts in this game. Teams don't have to guess the exact category as long as the group agrees the guess is close enough.

For example: If the category listed on the card is "Things you take camping", "camping equipment" could be deemed close enough by the group.

### PASSING

Each team is racing against their timer. If a team feels that it is using too much time guessing a category, the team may decide to pass on that card. When a team passes, the Clue-Giver selects a new card and continues giving clues until the new category is guessed correctly.

Each team is allowed **one pass per round**, so be strategic when passing.

Alternate Play Option: Vary the difficulty of the game by choosing the number of passes each team is allowed per round. Or make the game more difficult by implementing a no pass rule.

### CLUE GIVER NO-NOS

- No using any part of any word printed on the card as a clue.
- No saying "sounds like" or "rhymes with" another word.
- No initials, "Starts with . . .," or abbreviations.

If the Clue-Giver commits a no-no, it counts as that team's pass for the round, and he or she must select a new category card. If a team has already used its pass when the no-no occurs, the other team automatically wins the round.

### HEAD TO HEAD

This variation requires the timer app and follows the same Back & 4th rules, except the Clue-Givers for each team remain the same throughout the entire round.

At the end of each round, the winning team moves their game piece one space on the board and each team selects a new Clue-Giver. (Helpful Hint: This is a good option when there's an odd number in the group.)

### TOTAL POINTS

Divide into two teams, select a category color to play throughout the game and pick a team to go first. The Clue-Giver from the first team holds a stack of cards or places them close by. Using a smartphone timer or one of the sand timers, the Clue-Giver has 1 minute to get his or her team to guess as many category cards as possible.

Each time a teammate shouts out a correct answer, a point is scored, and the Clue-Giver moves onto the next card. The Clue-Giver can pass, but each pass is deducted from the final score. When time expires, tally the score (correct guesses minus passes) on a notepad. After everyone from both teams has had a turn as the Clue-Giver, the team with the most points wins the game.

### SAND TIMER OPTION

If you don't have access to the Back & 4th Timer app, use the two included sand timers. Starting the first sand timer begins the round. When the category is guessed correctly, stop the first team's timer by turning it on its side and start the second team's timer. Only one sand timer should run at a time. Team's go Back & 4th until one team's timer runs out.



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