

# MONIKERS

A dumb party game  
that respects your intelligence.

## GETTING STARTED

Monikers only takes about **5-10 minutes to learn**. Start by dividing your group into **2 teams**.

**Deal 8 cards** to each person. Everyone **secretly chooses 5** that they like. Shuffle all the cards people chose into one deck, which will be used by both teams for the entire game. Put the other cards back in the box.

**You want to aim for using around 40-50 cards** in the deck, so deal fewer and choose fewer playing with a big group, and deal more and choose more with a small group.

The team with the **best story about meeting someone famous** goes first. Or totally random. Up to you.

## HOW TO PLAY

A person from the starting team has **60 seconds** to get their team to guess as many names as possible from the deck by giving clues about the person's identity. (If you're playing with more than 10 people, 30-45 seconds is probably better.) There's no limit to the number of guesses.

**Skipping is allowed** and highly encouraged in all rounds.

**Teams keep the cards they guessed correctly** for scoring. Reshuffle skipped cards into the deck after each turn.

**Teams take turns giving clues.** Each player should take a turn giving clues before any teammates repeat. Go in clockwise order or feel free to use some other system.

**A round ends when all cards from the deck have been guessed correctly.** When that happens, teams add the point values from each card they correctly guessed. Write those numbers down somewhere, then **shuffle all the cards back together** into one deck.

The team with the lowest score begins the next round.

## RULES FOR EACH ROUND

Monikers has **3 rounds**. Each has a restriction on how players are allowed to give clues:

**ROUND 1** You can **use any words, sounds, or gestures except the name itself**, including the clue text on the card. If you say any part of the name, you have to skip that card this turn.

**ROUND 2** Use **only one word**, which can be anything except the name itself. You can repeat that word as many times as you like, but no sounds or gestures.

**ROUND 3 Just charades.** No words. Sound effects are OK.

## ENDING THE GAME

The team with the highest total score after 3 rounds wins. But **feel free not to keep score** at all. It's fun to play competitively, but not necessary with the right group.

That's it, really. For clarifications and some different ways to play, see the reverse side of this sheet. If you have any unanswered questions, contact us or just go with whatever works best for your group. Having fun is more important than getting it perfect.

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