

Tempting Intuition

A team-building word-guessing game

Game Set-Up

Tempting Intuition does not require any boards to be set up, simply 4+ people, and for you to launch this website: temptingintuition.com

You will also need a timer, perhaps use a timer on your phone, or a multitude of stopwatch websites.

Create two teams, then pair each player with an opposing member of the other team.

For example, if you have four players (Elise, Elaine, Mike, Max), you would split them into two teams: Elise and Mike on one team, and Elaine and Max on the other. Then you would pair them up like so: Elise and Elaine are an opposing pair, Mike and Max are the other pair.

If you have an odd number of people, then pair the extra member of a team with anyone from the opposing team, and that person will be paired with two people instead of one. That person will play twice in a round instead of once.

After teams and pairs have been decided, try to arrange yourselves to either be sitting next to your pair or across from them. Or do what you want, I'm not your boss.

A three player variant is discussed later in the rule book.

Gameplay

Bidding Phase

Choose a pair to start off the game. They will then engage in single combat to decide who goes first (or just flip a coin). After the first round, teams will alternate who goes first.

The first player will then generate a random word from the previously given website and show their paired player the word. **Be sure no one else sees the word.**

The pair then enters into a bidding war, where they must come up with the least number of words he or she thinks they can use to get their team to guess the previously generated word.

Once the first player bids an amount of words, the second player can underbid them. The first player can then repeat this process, underbidding their opponent. The paired players will continue back and forth until one player is not confident enough to underbid anymore.

If the bid status reaches 1 word, then players can underbid with time instead. Each team only has one minute by default to guess the generated word, so a player can underbid by saying they can use one word and only 45 seconds instead of one minute, and so on.

Guessing Phase

Once bidding has concluded, the player who won the bid has one minute to get his or her teammates to guess the generated word, only using the number of words they bid.

The player can only say the amount of words they bid, and cannot say any other phrases or words (at risk of losing the round automatically). The player **can** repeat the words they already said at the behest of their teammates. No gestures or other such tomfoolery is allowed either.

That player's team then has one minute (or less depending on how bidding went) to guess the word. If they succeed, that team gets one point.

However, if they fail, then the opposing team gets a chance using their representative player's last bid to score the point. The other player would then follow the same rules of using only the amount of words they last bid to get their team to guess the word.

Example Turn:

*Elaine and Max are the paired players. Max's team bid first last time so Elaine will bid first this time. She generates a word, "**Keyboard**," and shows it to Max.*

After some deliberation, Elaine says "I can do this in three words." Max, not one to be outdone, says he can actually do it in two words. Unsuspectingly, Max fell right into Elaine's plans. She says she can actually get her team to guess it in one word. Max is not confident enough in his team to bid one word and time, so he tells Elaine to go for it.

Elaine uses her word "Mechanical" and starts the timer. Unfortunately, Mike, who is Elaine's teammate, has absolutely no technical know-how and does not make the connection, failing to guess "Keyboard" in the allotted time. Ecstatic, Max takes his turn.

Since his last bid was two words, Max says "Typing, Computer" for his clues. Elise, who is a keyboard aficionado, immediately knows what's going on and is able to guess the word "Keyboard." Max's team gets one point.

This process of bidding and guessing continues between pairs. Once each pair has gone twice (and in the case of odd players, one player has gone four times), the game ends and the team with the most points wins!

Rules for Bidding:

- If there's a chance that a player who is not bidding saw the generated word, a new word must be generated.
- There is no time limit for the bidding phase, but please be reasonable.
- There should be no unnecessary talking in the bidding phase. If a team feels the opposing bidder is attempting to give away clues or hints in the bidding phase, a new word must be generated. For example: "I think I can do this in two because Elise's job is relevant."
- If you end up bidding time, it must be in increments of 15 seconds.

Rules of Hinting

- Once a bid has been finalized, the player giving hints cannot say any words other than those given for the clues. If any other words are spoken, they are considered clues. If the speaker says more words than were bid, it is an automatic loss.
- No gestures or other things can be done, use only your words.
- If it's not obvious, you can't actually say the generated word that your team is trying to guess.

Rules for Guessing

- You can't ask questions to the clue giver, unless it's to repeat the clues they already gave.
- You have one minute (or less depending on bidding) to guess the word.
- You have an unlimited number of guesses, so go wild!

Three-Player Variant

A three player version of this game will pit each player against each other. Pairs will not be set, rather they will be rotated between each player. This will leave one player as the guesser. If they guess correctly, the player who gave the clue gains one point, as well as the guesser. Once each player has had a chance to guess twice (two rounds), the game ends and the player with the most points wins.