

# Cluzzle™ Rules!

## What in the World is a Cluzzle?

**Cluzzle** (kluh' zel): 1. n. A clay puzzle.

### Overview

There are three clay sessions in each game. At the beginning of each clay session, every player creates a sculpture called a Cluzzle. Players then ask questions to figure out what the other Cluzzles are. Players are awarded more points the harder their Cluzzles are to guess, but no points for making something that can't be guessed at all.

### Setup

Before the game starts, each player receives:

- ~ A Clay Station™ and a lump of clay
- ~ Two question tokens
- ~ A guess sheet and a pencil
- ~ A random Cluzzle Card™

Clay Dough™ will be used to keep track of score during the game. The most trustworthy player separates the Clay Dough into piles of different values and places them on the appropriate spaces on the circular centerboard.



### How Do I Make My Cluzzle?

Secretly select a subject from your Cluzzle Card and sculpt it **on your Clay Station**. Make sure that your Cluzzle is not too easy to guess, because you get more points if your Cluzzle is guessed in later rounds. But also make sure that your Cluzzle is not too difficult to guess, because you will get zero points if it is not figured out before the end of the game.

Sculpting your Cluzzle usually takes two to five minutes but there is no official time limit. After sculpting your Cluzzle, place your Clay Station around the circular centerboard. **You cannot modify this Cluzzle for the rest of the clay session.**

### Cluzzle Subject: SUNFLOWER



### Cluzzle Subject: ZOO



# How Do I Play the Game?

## Questioning:

- Begin each round of a clay session by turning over the sand timer.
- You can ask up to two "yes or no" questions about any of the other Cluzzles. Each time you ask a question, flip over one of your question tokens so that the purple side is showing. There is no turn order for asking questions.
- When someone asks you a question, you don't need to answer with just a "yes" or "no". Table talk is encouraged, so answer in a way that best provides only the information the questioner is seeking.
- Before the timer runs out in each round, write down guesses on your guess sheet for all of the other players' Cluzzles. You must put your pencil down once the timer has run out.

## Scoring:

- At the end of each round, start with any Cluzzle and take turns reading out your guesses for that Cluzzle. The sculptor should say if anyone guessed correctly only after everyone has read the guess from their guess sheet. Credit is given only for answers written on one's guess sheet.
- You receive Clay Dough according to the scoring chart below if you correctly guessed another player's Cluzzle. The sculpting player receives Clay Dough if one or more players correctly guessed his Cluzzle. (You may keep your Clay Dough hidden from other players.)

	Round 1	Round 2	Round 3	Not Guessed
<b>Each Corrrctly Guessing Player</b>	1 pt.	2 pts.	3 pts.	0 pts.
<b>Sculpting Player</b>	1 pt.	2 pts.	3 pts.	0 pts.

- If your Cluzzle has been guessed correctly, your Clay Station is removed from the centerboard. You do not make a new Cluzzle until the next clay session. However, you continue to play for the remaining rounds of this clay session by guessing other players' Cluzzles.
- Follow the same scoring sequence for all the other Cluzzles.
- After "Scoring" the round, flip your two question tokens back over to show that you may ask another two questions during the next round of the clay session.

## End of Clay Session / Game:

The clay session is over after three rounds or once all the Cluzzles have been guessed. Players may choose to draw a new Cluzzle Card for the next clay session. The player with the most Clay Dough points at the end of three clay sessions wins the game. But remember, it's not whether you win or lose, it's how you play the game!<sup>TM</sup>

Read the sample game if you need more clarification about how to play. Otherwise, start Cluzzling now!