



CRE-AAAHTURES

Our Other games here!

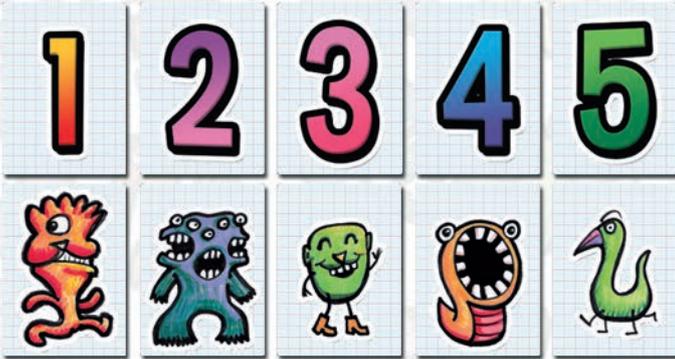
2 to 16 players / 15 minutes / 6 Yo+

OVERVIEW

One player randomly determines the 'target creature' for the round, then makes noises whilst other players close their eyes. Everyone else guesses simultaneously (showing fingers equal to their guess). The noise-maker gets a point if the majority guessed correctly. Everyone else gets a point for guessing correctly, OR for guessing with the majority. (In which case, you guessed well but the noise wasn't great.)

SETUP

Lay out 5 creature cards, with 5 number cards above them. Each creature should clearly be 'assigned' a different number.



Place the five 1 to 5 cards with identical backs in one pile, face down, on the table. Whoever is most enthusiastic to make noises is the first noise-maker. If unsure, whoever can make the weirdest creature noise starts. Or choose randomly.



EACH ROUND:

- DETERMINE TARGET CREATURE
- MAKE NOISE(S)
- EVERYONE GUESSES
- GIVE POINTS
- ADD NEW CREATURES

DETERMINE TARGET CREATURE

The noise-maker takes the cards numbered 1-5 with the same back, shuffles them, and draws one to secretly determine the target creature.



MAKE NOISE(S)

The noise-maker ponders what sound the target creature might make, asks everyone else to close their eyes, then makes noises.

EVERYONE GUESSES

Once the noise-maker is done, they tell everyone else to open their eyes. Guessers take time to ponder and raise a fist to show when they're ready. Now the noise maker counts down. "3, 2, 1, guess!" Guessers reveal 1-5 fingers, showing their guess. Keep fingers visible whilst scoring is determined.

GIVE POINTS

First, check what the popular guess was. **All those players get a point.** If multiple creatures tied for most-popular-guess, **ALL those players get a point.** Creatures need at least 2 votes to be a popular guess.

Next, the noise-maker reveals the target creature. **If it was the popular guess, the noise-maker wins a point!** Nice noises! Finally, if the target creature was NOT a popular guess, **give a point to anyone who guessed correctly.**

ADD NEW CREATURES

Discard all the creatures and replace them. Choose a new noise-maker.

END OF THE GAME

Play until everyone has made some noises once (or more if you want to play more).

The person with the most points wins!

In case of a tie, victory is shared.

TEAM VARIANT "CONVERSATION BETWEEN CREATURES"

In this variant, you will play in teams of 2 and try to recognize two creatures engaged in a conversation!

Setup and rounds are done like the classic game, except that on each turn, a team of two people will be the noisemakers.

SPECIFICITIES

Each of the noisemakers draws a 1 to 5 card and does not communicate the drawn creature to his/her partner.

Now the two noisemakers must engage in a conversation, as if their two creatures were chatting together!

Guessers are not allowed to tell each other which creatures they think are talking.

They raise their fist to say they think they have found it.

Once everyone is ready, the noisemakers count down: "3, 2, 1, guess!"

Guessers indicate a value with each hand, to indicate who they think are the two creatures to guess.

GIVE POINTS

Each correctly guessed creature earns 1 point.

If both guessers on a team have indicated the same two creatures, regardless of the result, the team scores 1 additional point.

The noisemakers reveal their creatures.

If half or more of the teams correctly found one of the creatures, the noisemaker team scores 1 point.

If half or more of the teams correctly found the two creatures, the noisemaker team scores 3 points!

END OF THE GAME

The game ends when everyone has made a noise once.

The team with the most points wins!

In the event of a tie, the victory is shared.

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