

# SPOILER ALERT!

For 2 or more teams  
Ages 13 to Adult  
20 minute playing time

## Contents:

- 200 Spoiler Cards
- 60-Second Timer
- 24 Tokens

*A pencil and paper will be needed to keep score*



## Object of the Game:

One member of each team (the "Storyteller") takes a Spoiler Card and must get his or her teammate(s) to guess a particular title without spoiling the story! Each card has two titles and a list of Spoiler Words for each title. Storytellers earn points by getting their teammate(s) to guess the titles correctly, however, each Spoiler Word has a point value, which will be deducted from their teams' score if the Storytellers says them out loud. Storytellers have to be creative to get their teammates to guess as many titles as possible before the timer runs out!

## Set Up:

Divide into teams and place the deck of cards face down within reach of all players. Place the Scoring Tokens and the timer within reach of all players as well.

## Game Play:

Team A chooses one person to give the clues for the first round (the Storyteller) and that player draws a card from the draw pile, but does not look at the front yet. A player from the other team turns over the 60-second timer and the round begins!

The Storyteller looks at the front of the card and chooses one of the two titles. As quickly as possible, the Storyteller must get their teammate(s) to guess that title. The Storyteller may choose to say one or more Spoiler Words shown, keeping in mind that using the Spoiler Words will cost their team points, as indicated on the card. Each title that is guessed correctly will earn the team 10 points, less the points deducted from the Spoiler Words used. The Storyteller has the option of then trying to get his or her team to guess the second title on the card or may place it down into a Scoring Pile and pick a new card (this does not count as “passing” if the other title on the card was guessed correctly). Storytellers may pass on cards (not completing either of the titles on a card) if they choose, but suffer a 1 point penalty for each card passed.

When the Storyteller is giving clues, he/she may not say any Spoiler Words or phrases, or any part of the Spoiler Words or phrases, without having points deducted. For example, for the title “Star Wars” one of the Spoiler Words is “Lightsaber.” If the Storyteller says “light” or “saber” only and not the whole phrase, that still counts as using a Spoiler Word, and the team will have points deducted from their score.

The Storyteller also may not say any part of the title. If the Storyteller says a word in the title the team will earn 0 points for that title. If the Storyteller uses all the Spoiler Words for one title, the team must pass that title and gains 0 points for that card.

After scoring (see below) the cards used in this round are set aside into a discard pile. Now it is Team B’s turn and play continues in the same way. Play passes back and forth between teams with teammates all taking turns as the Storyteller, making sure one player does not act as Storyteller twice in a row, and that none of the teams takes a turn twice in a row.



## Scoring:

When the timer runs out, the score for the round is calculated immediately. Tokens containing -2, -3, and -5 have been provided with the game to keep track of when a player accidentally uses a Spoiler Word and should be placed into the Scoring Pile during the round as Spoiler Words are said. Count the number of titles guessed correctly awarding 10 points each, minus any Spoiler Tokens in the pile. Teams cannot lose points from their scores on titles not guess correctly.

## Ending the Game:

Play as many rounds as there are players, so that each player on each team has a chance to play as the Storyteller. For a longer game, play 2 or 3 rounds per player. The team with the most points at the end of the game wins!

## Variant Rules (for a more challenging game):

In addition to the Spoiler Words shown on the cards, the Storyteller may not say any proper nouns (this includes names of characters, authors, directors, actors, places, brands, etc.). If it is a person, place, organization or thing (real or fictitious) that starts with a capital letter, it's a proper noun and the team will win 0 points for that title if said aloud.

The Storyteller may not give the clue "Sounds like" or "Rhymes with" – for example, the Storyteller cannot say "Sounds like 'Car Floors.'"

Storytellers may not make gestures or sound effects, for example, making a humming sound like a light saber from Star Wars or making a motion as if you are wielding a light saber. If a Storyteller performs gestures and/or sounds like these, the team will earn 0 points for that title.

## Credits:

Game Design: 5th Door Designs

Game Development: Rachael Groynom, Dan Rowen, Elisa Teague, & Derek Stucker

Project Manager: Rachael Groynom

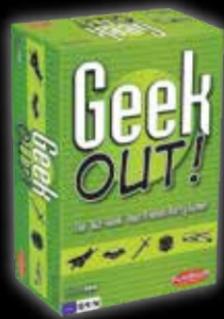
Graphic Design: Jessica Eyler

Art: Design Edge



Get ready for the game with the best worst jokes you've ever heard! In Dad Joke Face-Off, two players sit face-to-face, taking turns reading dad jokes off of cards and trying not to laugh or even crack a smile. The first player to break gets a "Made You Laugh!" card and the player with the least Made You Laugh cards at the end wins the round. Continue to Face-Off with other opponents to see who has the best (or worst) sense of humor with the game you can't help but laugh at!

In Costume Party Assassins™, players are all rival assassins that have been invited to the same costume party (faux-pas!). Because of their elaborate costumes, players do not know anyone's identity except their own. Roam the party, mingle, and try to assassinate all of your rivals. Be the last assassin partying to win!



Geek Out!™ is the game of mind-challenging fun that finds out once and for all which player knows the most about your favorite geeky pop culture subjects! You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists!

Also available in Pop Culture Party™ and Family Editions!

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