Components



100 Category Cards



10 Happiness Cards

Setup

1. Shuffle the Category cards and place the deck, category side up, in the center of the table.
2. Place a Happiness card in front of each player with the happiest side up 😊.
3. Draw 1 Category card, category side up, from the bottom of the deck to start the game.

Gameplay

The game is played over several rounds until one player has collected 4 Category cards (3 for a shorter game) or one player remains after all other players have been eliminated.

Each Category card has a category on the front and a list of the Top 10 things in that category on the back. **Cards are always drawn from the bottom of the deck, category side up.**

Starting with the youngest player, and continuing clockwise, each player must **guess** something they believe will be on the Top 10 list or **drop out**. Each player's guess must be different. If a player accidentally repeats a guess, they may make another guess. If a player drops out, they may no longer make guesses or challenge other player's guesses for the rest of the round.

If you do not believe another player's guess is in the Top 10, **you may challenge a guess** by saying, "Challenge!" **before the next player makes a guess**. Any player who has not yet dropped out may challenge another player's guess. If multiple players challenge, the Challenger is the player who said, "Challenge!" first. **Only the Challenger may check the Top 10 list for the guess they challenged!**

If the **guess is on the Top 10 list, the Challenger loses one happiness**, rotating their Happiness card once counterclockwise. **The Challenger is out for the round**. The Category card is placed back in the center of the table, category side up, and play continues clockwise from the player who made the guess.

The guess must be on the Top 10 list to be correct but the Challenger, without showing the Top 10 list, may ask the other players if a close guess is acceptable. Synonyms are listed with a slash. In some cases, there may be more than 10 possible answers (as some answers share the same rank).

If the **guess is not on the Top 10 list, the player who made the guess loses one happiness**, rotating their Happiness card once counterclockwise. **The Challenger wins the Category card** and the round ends.

If there are no challenges, players continue to guess or drop out until only one player remains. **The remaining player wins the Category card**.

Draw a new Category card from the bottom of the deck to start the next round. Play begins with the player to the left of the player who won the previous Category card.

If a player loses one happiness when the sad orange face is facing up, they must flip over their Happiness card. The player is eliminated from the game.

The first player to collect 4 Category cards (3 in a shorter game) or the only player that has not been eliminated wins!



Credits

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Digital Rules

Digital rulebook available at thundergryph.com/rulebooks

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