



LET'S PLAY

MIXED
SIGNALS



SUMMARY

Two chaotic ways to play - which one will you choose ?

yeah!!



COMPONENTS

Easy

1. BOSS	
2. BAT	
3. SKATE	
4. STAMP	
5. VIOLIN	

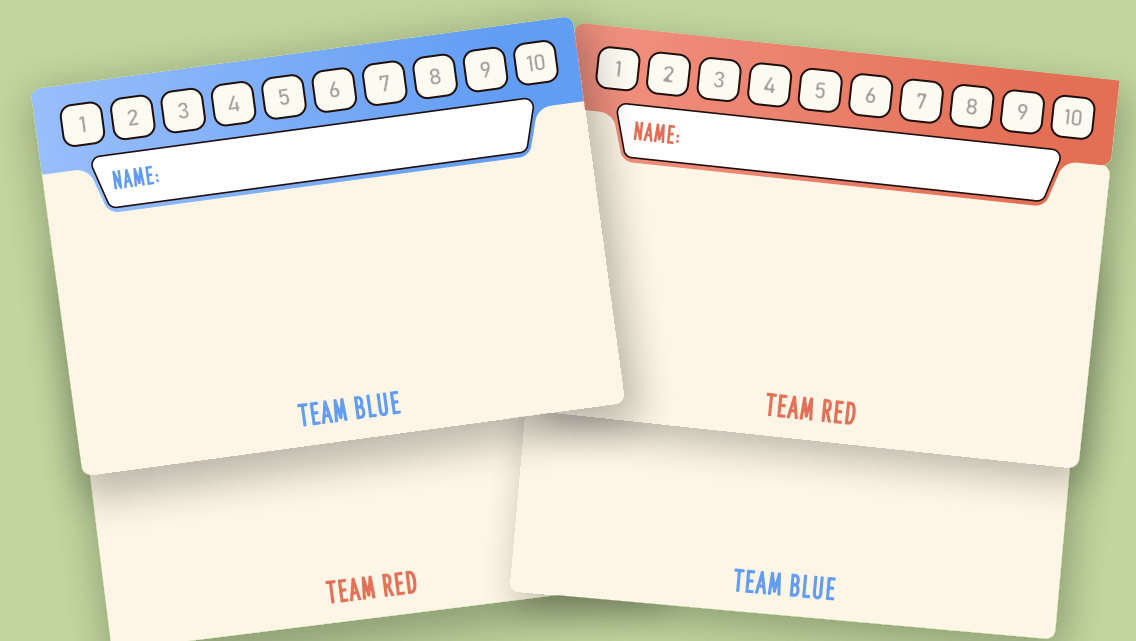
Medium

1. BUTTER	
2. LETTER	
3. BULLET	
4. VALLEY	
5. TRAFFIC	

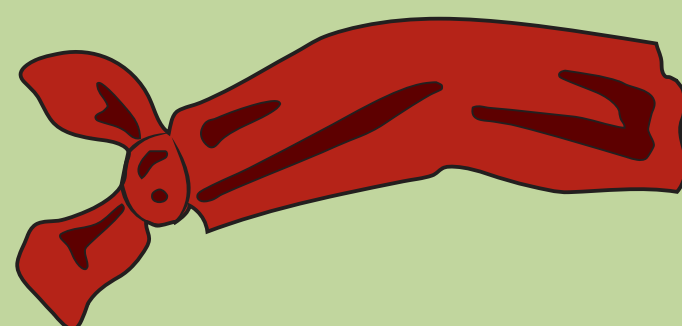
Hard

1. MILLIONAIRE	
2. STUNT	
3. COMBAT	
4. DELI	
5. CARICATURE	

100 Word Cards



08 Dry Erase Boards



1 Blindfold



08 Markers



1 Sand Timer

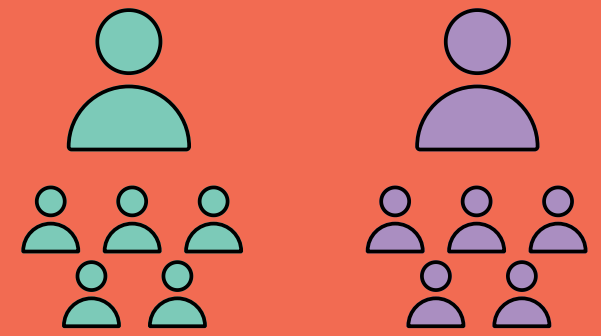
MODE 1 – SETUP



4 - 12 Players



15 mins per game



Team v/s Team

- Divide players into two teams (Team Red & Team Blue).
- Each team chooses a player to be the clue-giver for the round. Both clue-givers then come to the center and face their respective teams.
- Use the **score tracker** on the dry erase boards to keep track of rounds won.

GAMEPLAY

Giving Clues

- Clue giving players draw **1 random word card** from the pile.
- Team Red's clue giver gives their team a **single-word clue** for the first word on the card.
- Team Red discusses and makes **one guess in 60 seconds**.

Alternating Turns

- If Team Red guesses incorrectly, Team Blue's clue giver gives their team a single-word clue for the same word.
- Team Blue then discusses and makes **one guess in 60 seconds**.
- Players continue alternating clues until one team correctly guesses the word.

Moving to the Next Word

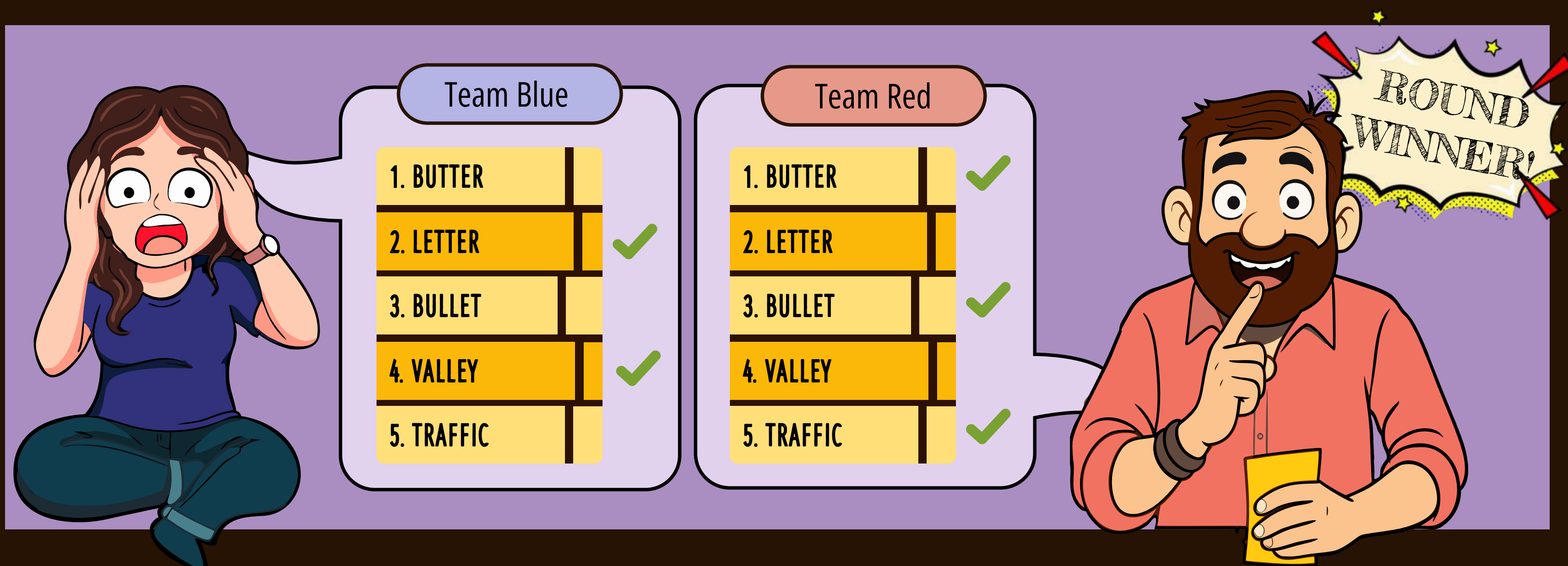
- Once a word is guessed correctly, both players move to the next word on the card, following the same pattern, but now Team Blue's clue giver starts with the first clue (starting player alternates with every word).

Winning the Round

- The first clue giver to make their team guess **3 words on the card** wins the round for their team.
- Mark the round win on the score tracker.

Next Round

- Two new players (clue givers) from each team step forward and repeat the process with a new card.



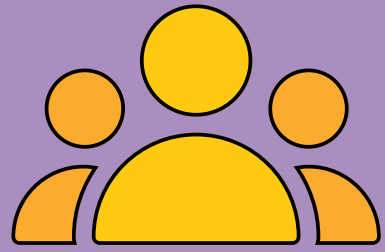
WINNING

The first team to win
5 rounds wins the game!

LET THE CHAOS
BEGIN

MAY THE BEST
TEAM WIN !!

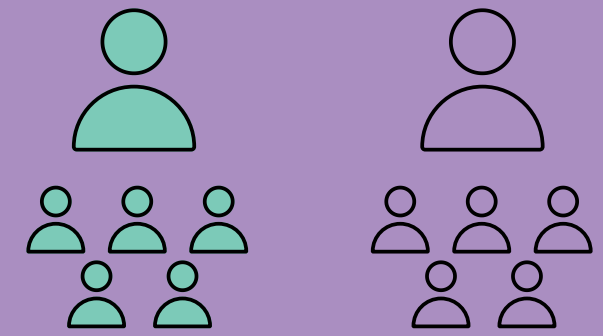
MODE 2 – SETUP



6 - 8 Players



30 mins per game



Team vs Team

1. Divide players into two teams: **Team Red** and **Team Blue**.
2. Team Red starts the round.
3. **Team Red selects** one player to be the **Guesser**.
4. The Guesser puts on the blindfold.
5. The Guesser **chooses a difficulty level** (Easy, Medium, or Hard), then draws a random card from that difficulty pile.
6. The Guesser picks a number from 1 to 5.
7. The word corresponding to that number on the card becomes the **secret word**.

GAMEPLAY

Writing Clues

1. All other players now have 60 seconds to write a clue for the secret word.
2. Each player writes one word on their dry-erase board.
3. Clues must be written secretly and then placed face down in the center.

- **Team Red's goal:**
Give helpful clues to guide their Guesser.
- **Team Blue's goal:**
Try to write the same clues as Team Red so they cancel out.

Cancelling Clues

1. Once all clues are written, reveal them at the same time.
2. **If a Team Blue clue matches a Team Red clue, both clues are removed from the table.**
3. Cancelled clues are not shown to the Guesser.

GUESSING THE WORD

1. The Guesser removes the blindfold.
2. The Guesser sees only the remaining (non-cancelled) clues.
3. The Guesser has 60 seconds to guess the secret word.

SCORING

Team Red

- Scores +1 for Easy, +2 for Medium and +3 points for Hard difficulty cards
- Points are awarded only if the Guesser guesses correctly

Team Blue

- Scores +2 points for each Team Red clue they successfully cancel
- Team Blue can score a maximum of 4 points per round

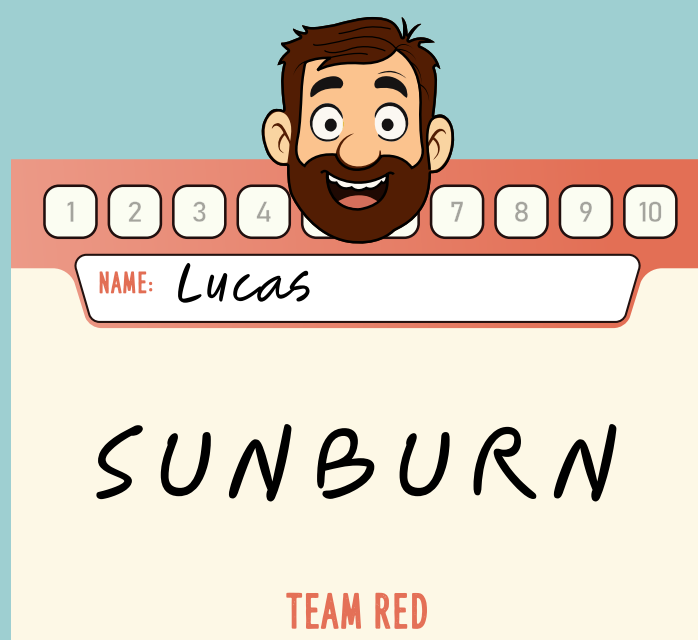
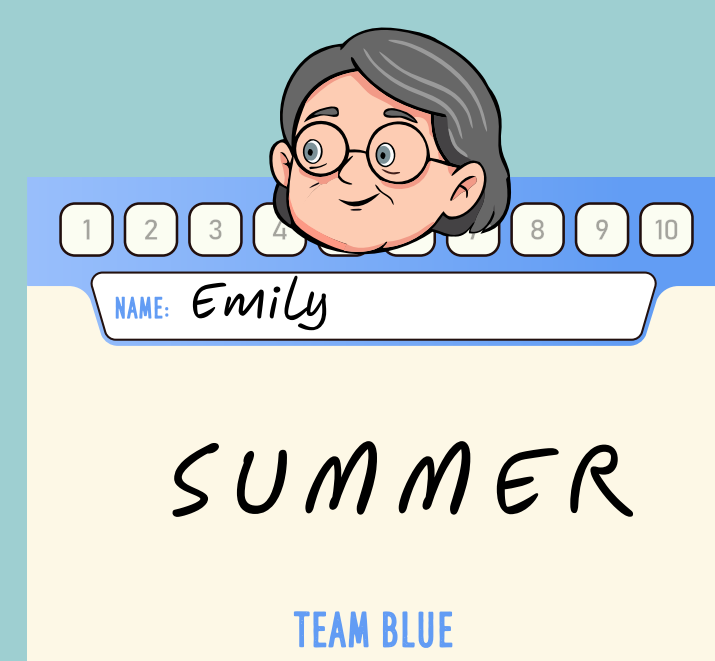
Team: Red



Team Red Guesser
BEACH - Secret word



Team: Blue



In this example, the Guesser from Team Red correctly guessed the easy word, earning Team Red +1 point. Meanwhile, a Team Blue player eliminated one of Team Red's clues by matching it, so Team Blue earns +2 points.

NEXT ROUND

Move the guesser to the next player in clockwise order and restart from round setup.

WINNING

First player to score 10 points wins the game.

SPECIAL RULES

- Players cannot use parts of the word or synonyms of the words as hints. (e.g ball is an invalid clue for “football” and cake is an invalid clue for “cupcake”).
- Players cannot use phonetically similar words as hints (e.g night is an invalid clue for “knight”).
- Players can choose to give hints in any language, but the hints cannot be a direct translation of the clue words or its synonyms. Additionally, hints cancel out across languages (e.g Milk (English) and Lait (French) will cancel out and “Schuhe” (German) is an invalid clue for Shoes).

THANK YOU

We're an Indie game publisher, and your support truly means the world to us. Thank you for playing and being a part of our journey ❤️

If you face any issues or have feedback, feel free to reach out at

customer@wobblygames.com
We'd love to hear from you!

