

## OBJECT

Win five Danger Word cards for your team by guessing the winning words without accidentally saying the danger word!  
If you do say the danger word, your team gets a stamp (or faces an IRL consequence!) If you get three stamps, you lose!

## WHAT YOU'LL NEED

You can play Danger Word with a total of 2, 3, 4, or even 6 people over video chat! At least one player will need a physical copy of the game. This player is the Host. All other players are Guests.

### Host



- The Host needs:
- Cards from the box
  - Danger Word stamper from the box
  - A piece of paper

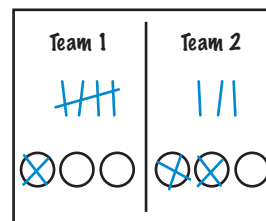
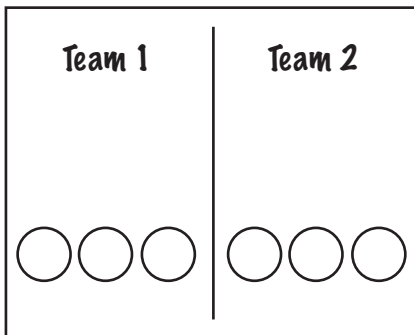
### Guests



- Each guest needs:
- A piece of paper and a marker to keep track of words and their team's score

## DRAW A SCORE SHEET

- Each player can keep track of the game's progress by quickly drawing a score sheet:
- Keep a tally for each team's correct guess to maintain score.
- Track how many Danger Words each team has said by drawing X's in the circles, or using the included Danger Word stamper!





# Virtual Rules Cont.

## BREAK UP INTO TEAMS

### 4 Players (Classic Danger Word)

Form teams of two. Each team should have one clue giver and one guesser.

### 2 Players

When playing with 2 people, you and your opponent alternate giving each other clues. Points are scored by guessing the winning word while avoiding the danger word. When the danger word is said, the guesser gets an 'x'.

### 3 Players

Round Robin! Each round there is one clue giver and two guessers. Players will take turns clockwise as the clue giver. On their turn, the clue giver will give a one word clue, while the guessers compete to guess the winning word, while avoiding the danger word. The guesser who says the winning word first wins a point. The loser gets an 'x'.

### 6 Players

Play is the same as in 4 player mode, except three teams of two face off to find the winning word!

## PLAY

### At the start of a round:

- All guessers, close your eyes!
- The Host draws a card and holds it up to the camera.
- Once the clue giver(s) confirm that they have memorized (or written down) both the winning word and the danger word, the host places the card face down on the table. No peeking!
- All guessers can open their eyes, and clue giving and guessing can begin!

### If you are a clue giver:

- Take turns delivering one word clues to your teammates to guide them to say the winning word. Avoid clues that might make them say the danger word.
- Clue givers may build off their opponent's clues to gain an advantage.
- Clue givers must not say any part of the winning word or danger word nor can they give a clue that rhymes with either word.

### If you are a guesser:

- Respond to clues from your teammate with one word answers.
- If the first guesser doesn't say either the winning word or danger word, play passes to the other team. Play alternates until one guesser says either the winning word or danger word.

### Scoring:

- If any player says the danger word, no team wins that card and it is discarded. The team who said the danger word gets an 'X' in one of the three circles in their column of the score sheet.
- If a guesser says the winning word, their team collects a tally mark signifying 1 point.
- You win if your team collects 5 tally marks, OR if the other team accumulates 3 X's!

For a more detailed description of gameplay, please check out the full instructions!