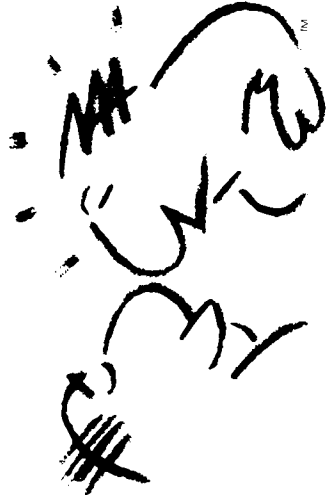


MälARKĒY™

GAME



**It'll Sharpen Your Wits —
and Loosen Your Tongue!**

For 3 to 6 adult players

OBJECT

To be the player or team with the highest score, earned by collecting letter cubes during a pre-determined number of rounds of play. To collect a cube, a player or team listens to the Category read from a card, then “defines” that category by coming up with a single word, or the key word in a phrase, beginning with one of the letters exposed on the spilled cubes.

EQUIPMENT

- Box of 200 Cards • 20 Letter Cubes • Felt Pad • Gavel • Gavel Board
- Score Pad

SETUP

- Choose a scorekeeper.
- Choose a player to act as the “Judge” for the first round. Give him/her the Gavel and Gavel Board. For this round, this player does not give answers — just judgments!
- The Judge rolls or mixes all 20 letter cubes on the Felt Pad, then draws the first card in the deck and reads the Category aloud.
- The player on the Judge’s left goes first, and play continues clockwise.
- Decide how many rounds you’ll play: In a six-player game, we recommend six — or twelve — for a complete game, so each player has the chance to be the Judge once or twice. This keeps scoring opportunities equal among players. For a four-player game, play four (or eight) rounds, etc.

GAMEPLAY

On your turn, the “Judge” will give you approximately 10 seconds (this will vary from Judge to Judge) to “capture” one of the letters. You do this by coming up with an appropriate word or expression that begins with that letter and describes or defines the phrase just read from the card. If you give an expression of several words, the key word in your phrase must begin with that letter. So pick a letter — and speak your piece before the Judge! No repeats are allowed. See example on the following page.

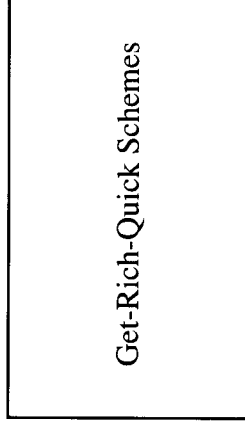
If the Judge accepts your answer, you keep the cube. But if you take too long, or the Judge deems your answer to be a lot of malarkey, he/she bangs down the gavel — and you surrender your cube back onto the pad. Win or lose the letter, the turn passes to the next player.

The round continues until all the cubes have been captured — or until no one can come up with an answer for the cube or cubes that are left. Giving one point for each cube captured, the scorekeeper tallies up each player’s score for the round.

Play another round. Each player should be the Judge at least once to even up the opportunity to score — and put everybody up on the bench!

Example:

- S** The Stock market
- B** Bolivian gold mines
- P** Pork bellies
- R** Real estate
- F** Florida real estate*



**It's up to the Judge to decide if Florida Real Estate is acceptable, since the previous player used Real Estate.*

Several points of law:

- The judge’s decision is final!
- A decision may vary from judge to judge.
- When you’re on the bench, remember: You’ll be trying your best to tell it to the judge on the next round, so be fair!

WINNING THE GAME

You get one point for every letter cube you capture. The player with the most points after all rounds have been played wins.