CONTINUE OF PLAY

A game by Theo et Ora Coster (Theora Design)
Illustrations by Olivier Fagnère
For 3 to 12 players, 7 years and over

MATERIALS

- 54 cards
- 1 score pad
- 4 pencils
- 1 set of game rules



AIM OF THE GAME:

To gain maximum points by having the largest number of thoughts in common with the other players.

PREPARATIONS

Each player takes a pencil and a sheet from the score pad and writes his name at the top.

Shuffle the "Unanimo" cards and place them face down in a pile in the centre of the table.



THE GAMES

A player is chosen to go first.

- He takes the card at the top of the pile and turns it face up on top of the pile of cards;
- As soon as the card has been revealed, all the players, including the one who chose the card, write down in the first column on the left of the score sheet, 8 words which immediately come to mind relating to the picture on the card.
- The first player gives the players a reasonable amount of time to write 8 words in each of the boxes and then asks them to put down their pencils. It is of no importance if a player does not manage to find 8 words.
- The player reads aloud the first word in his column. All the players who have written down the same word (including the player who said it) hold up their hands and win as many points as there are hands in the air. If a player declares a word which no-one else has written down, he scores "0" points.

That's life!



Exemple:

The first player has written the word "Red" in the first box. 3 other players have the same word.
So all 4 players write 4 points next to the word "Red".



Then the first player reads aloud his second word and once again the players who have written down the same word write down the corresponding number of points. The player continues in the same way for his other words.

When all 8 words from the first player have been reviewed, the player on his left reads the words from his list.

He proceeds in the same way, saying only the words which have not yet been mentioned. The game continues clockwise like this until all the players have exhausted their lists.

The last player at the table does not need to read his words which have not yet been mentioned because he is the only one to have written them down. If he wishes to however – do not refuse him the pleasure!

When all the players have spoken, each one adds up his point score for the first card and copies it into the square opposite the Total: box.

A new player removes the used card (by putting it back in the box for example) then he turns over the next card on top of the deck and continues as indicated previously. The scores are noted in the second column. The game will continue in the same way for the third column with another new player.

Notes:

- The following are not accepted:
- words with the same root as the word on the "Unanimo" card; words which are taken from the illustration, numbers (1,2,3...) or symbols (-,=,+);
- The words must be exactly the same to score any points. For example "Newspaper" and "Newspapers" are considered to be different as are "Skates" and "Roller skates"..

END OF THE GAME:

When the first 3 cards have been played, everyone adds up the scores from the Total: boxes and writes the new total in the top right hand corner of the score sheet. The player with the highest score wins the game.

DIFFERENT VERSIONS:

1 MINUTE TIMER

To speed things up a little you can decide that the players have just one minute to write down all their words... In the heat of the moment of the countdown it is probable that some of the last words on the lists will be very interesting!

STOOOOP!

As soon as a player has finished writing his 8 words, he shouts STOP and all the players must stop writing immediately. Then the points can be counted.

FORBIDDEN INITIALS

One of the players writes 5 letters on a blank sheet of paper and puts it in the centre of the

table. The players will not be allowed to write words beginning with any of these 5 letters.

FOREIGN LANGUAGE

Instead of writing words in English the players agree to write them in a foreign language which will make things a lot tougher.

IN TEAMS (RECOMMENDED FOR GROUPS OF 8 PLAYERS OR MORE)

Separate the group into four teams, approximately the same size and put each team in a corner of the room that you are playing in.
The players of the same team will be able to choose the 8 words together. The score counting works as though each team was just one person.



IF YOU RUN OUT OF SCORE CARDS YOU CAN PRINT THEM FROM OUR WEBSITE!

WWW.cocktailgames.com

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