

OUT OF ORDER

UNSCRAMBLE AND IDENTIFY!

INSTRUCTIONS

ITEM# 335
AGES 10+
2-6 Players



Contents

200 Double-Sided Title Cards
(with 400 OUT OF ORDER Puzzles!)
1 OUT OF ORDER Game Console
1 Wipe-Off Scorecard with Marker
1 Instructions Sheet

Overview

Players are presented a mixed-up, OUT OF ORDER title of a song, movie, book, TV show, or character. The title has been changed slightly – five times – either by:

- Replacing a word with one that rhymes.
*In the example, **JOE** becomes **YO**.*
- Adding a letter in a word.
*In the example, **YO** becomes **YOU**.*
- Removing a letter in a word.
*In the example, **WES** becomes **WE**.*
- Replacing a letter in a word.
*In the example, **COOK** becomes **CORK**.*
- Rearranging the letters in a word.
*In the example, **CORK** becomes **ROCK**.*



Another way titles can be changed that is not illustrated is by adding a space between letters in a word ("downtown" could become "down town").

Players guess what the actual title might be. If a player is able to identify the actual title after the category and the clue on the top of the card is read, that player gets 5 points. With each clue read, a correct guess is worth one fewer point.

The first player to get 21 or more points wins.

Set Up

The player reading these instructions is the first round's Host. (The role of Host rotates clockwise after each round.)

The first round's Host fills the card slot in the back of the Game Console with about 20 Title Cards (or with as many cards as will fit without forcing them in).

Playing The Game

Before starting a round, the Host opens the bottommost window on the Game Console to get a quick look at the answer to the OUT OF ORDER puzzle. The Host then closes all of the windows on the console.

The Host now starts the first round by showing the front of the Game Console to the other players, and reading out loud the category and the clue on the top of the card in the console. (All remaining clues should still be covered by all of the sliding console windows.)

If a player successfully guesses the actual title after a few seconds, that player gets 5 points, and the round ends. (Now see The Next Round.)

NOTE: Each player is allowed a maximum of one guess for each clue revealed.

If no one guesses the title after a few seconds, the Host slides open the topmost window, and reads the second clue out loud to the other players. (Correct guesses are now worth 4 points.)

If no one guesses the actual title within a few seconds, the Host pulls the second-from-the-top window, and reads the third clue out loud to the other players. (Correct guesses are now worth 3 points.)

Play continues in this way until either:

THE ANSWER IS GUESSED CORRECTLY:

The player who guesses correctly gets the number of POINTS that corresponds to the NUMBER on the highest CLOSED window of the Game Console when the title is identified.

THE ANSWER TO THE PUZZLE IS REVEALED:

When the Host reveals the bottommost window of the Game Console – revealing the puzzle's answer – NO POINTS are awarded in that round of play.

The Next Round

Record any points scored by filling in that many circles on the scorecard.

The previous round's Host closes all windows on the Game Console, and passes the console to the next player clockwise.

This player becomes the Host for the next round. This new Host removes the card just played, and places it in the back of the console.

The new Host for this round starts the next round as described in Playing the Game above.

Winning The Game

The first player to score 21 or more points wins the game.

NOTE FOR HOST: YOU KNOW THE ANSWER. You can recite the clues in a manner that is similar to the final answer.

You can also make the puzzle more challenging by reciting the clues so they sound nothing like the final answer.

So, OUT OF ORDER can be both a VISUAL and an AUDITORY experience. Or as we've noticed here at Endless Games, when we play OUT OF ORDER, "Sometimes it's not what you SEE, but what you HEAR!"

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