

WHAT COMES TO MIND?TM

INSTRUCTIONS

- For 3 or more Players •Ages 10 and up
- About 20 minutes to play

CONTENTS

- 1 Deck of 75 Double-Sided Statement/Photo Cards
- 100 answer/score sheets
- 4 pencils (for more than 4 players, add some more pens or pencils)
- 1 Instructions sheet

OBJECT:

Score the most points by having the greatest number of responses that match those of the other players

SET UP:

Pass a scoring sheet and pencil to each player. Place the cards text-side-up within easy reach of all players

PLAYING THE GAME:

Any player draws the top card in the deck and reads the first statement/prompt at the top of the card. All players then secretly write down on their scoring sheet whatever response “comes to mind”. Once everyone has written ONE response, players reveal what they have written. For each response that matches his/her response, the player receives 1 point. (eg. If two players have the same response, each receives 1 point. If three players have the same response, they each receive 2 points, etc.) Players record the points they have earned on their score sheet next to their responses starting at the top and continuing down the sheet throughout the game.

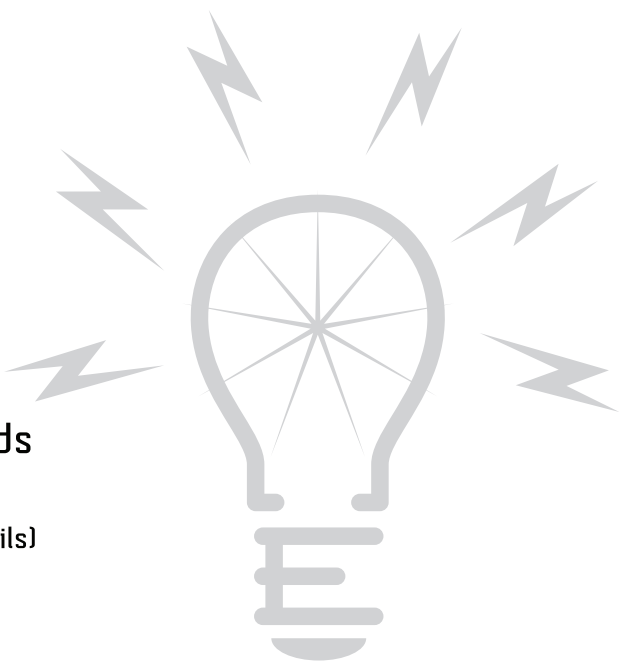
Play continues, with any player reading aloud the subsequent statement/prompt on the card, until all five statements on the card have been read and the scores recorded.

IMAGE ROUND:

Once all five statements on the card have been completed, all players are shown the image on the other side of the card. As before, players secretly write down on their sheet “what comes to mind”. When the responses are revealed, players receive two points for each matching answer with another player (eg. If two players have the same response, each receives 2 points; if three players have the same response, each receives 4 points, etc).

WINNING THE GAME

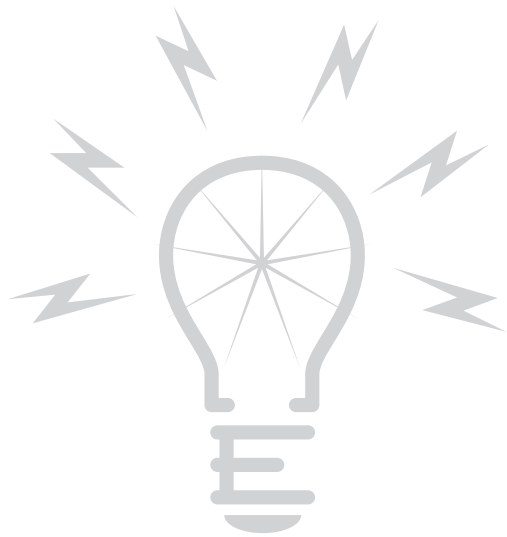
Once three cards have been played and all scores have been recorded, players total their score for all three cards. The player with the most points is the winner.



WHAT COMES TO MIND?TM

QUICK RULES

INSTRUCTIONS



- A player draws a card and reads the top statement to the group. Each player writes a response, usually the first thing that “comes to mind” is best. Remember, you are trying to match as many other players with your response as possible.

WHAT COMES TO MIND?

- A school supply for a first grader
- It's purple
- Major _____
- A movie with more than one sequel
- A part of a computer

When you look at the image on the other side of this card?

- What would your response be to “A school supply for a first grader”?

- “Pencil” is a good response! Now how many others in the group had that as their response? Two others also wrote down pencil, enter a 2 next to “pencil” on your sheet.

- Each of the five statements on the card are read aloud, and your written responses are compared to those in the group. The card is then turned over to reveal a picture.

WHAT COMES TO MIND?

- A school supply for a first grader
- It's purple
- Major _____
- A movie with more than one sequel
- A part of a computer

When you look at the image on the other side of this card?



WHAT COMES TO MIND?

Response	Pts
pencil	2

Subtotal Card 1

WHAT COMES TO MIND?

Response	Pts
pencil	2
plum	3
headache	0
“Rocky”	1
hard drive	1
fun	2

Subtotal Card 1

- What comes to mind when you see this picture? You can't just name what you see in the picture. What does this make you think of? “Carnival” or “Fun”? Compare your response to what the others wrote. This time you get 2 points for each matching response.



To download additional answer/score sheets, please visit www.endlessgames.com

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