RULES

A communicative game for 3–6 people
ages 10+ by Wolfgang Warsch

Is a *microwave* more important to humanity than *diapers*?
How differently does a *rocking horse* move compared to a *windshield wiper*?
And don't a *pizza cutter* and a *unicycle* look similar in some way?

The Same Game is a cooperative game in which players will discuss how completely different objects might share something in common across various categories.

BRIEF OVERVIEW

Place the game length card in front of you according to the number of players. Then take the level overview cards and set up the game for your selected level.

PHASE 1: THE SAME

Find out which category contains the hidden trap during your turn.

1. Draw number tiles from the bag and write down the number.
2. Place the number tiles next to the categories.
3. Determine your personal trap.

Everyone thinks of a clue at the same time.

Think of an object that is as similar as possible in your trap category to the object on your card and write it on your player board.

PHASE 2: THE GAME

The most curious person starts. The rest of the team closes their eyes.

1. Turn over your number tile so that the trap is visible.
2. Cover all the number tiles with a cup.
3. The team opens their eyes again.
4. Present your object card and your noted object to your team.
5. Your team discusses which category they want to exclude.
6. Remove the cup of the selected category and check its assessment.

RIGHT

If you see a number on the number tile, you have correctly excluded the category. Place the cup on the next available scoring space on the game board. Continue with the next category.

WRONG

If you see the trap on the tile, the trap is sprung and you are unfortunately not allowed to place this cup on the next scoring space. The current turn ends for you.

END OF A TURN AND START OF THE NEXT.

- When all the number tiles are revealed or the trap is sprung, the round ends.
- Move your score token the number of spaces according to the space indicated on the scoreboard.
- The next person clockwise takes their turn and starts a new round.

END OF THE GAME

The game ends as soon as you have played a given number of objects.

You can see how well you did on the **score table**.

IMPRINT

Designer: Wolfgang Warsch
Illustration: Christian Schupp
Layout: Fiore GmbH
Realisation: Michael Schmitt
Editors: Kaddy Arendt, Andreas Langkamp
Translation: Vanessa Abel
Support: Cyrill Callenius, Ralph H Anderson

EDITION SPIELWIESE

UK Importer:
Hachette Boardgames UK Ltd.
Carmelite House, 50 Victoria Embankment
London EC4Y 0DZ, UK

US Distribution:
Hachette Boardgames USA Inc.
2363 James St 537
Syracuse, NY 13206, USA

CA Distribution:
Groupe Randolph
433 Rue Chabanel Ouest #1109
Montréal (QC) H2N 2J9, CA

© 2024 Edition Spielwiese
Simon-Dach-Str. 21
10245 Berlin, Germany
www.edition-spielwiese.de

v2.0 All rights reserved.
Reprinting or publication of the instructions, game material or illustrations is only permitted with prior permission.

OVERVIEW OF THE CATEGORIES

The ○ Category

Appearance	The external appearance of the object.
Frequency worldwide	The quantity of the object occurring worldwide in the present.
Length	The length of the longest side of the object.
Material	The materials from which the object is made.
Price	The purchase price of the object.
Intended use	The application for which the object is intended.

The □ Category

Movement	The movement of the object can be derived from parts of the object moving (e.g. a cuckoo clock), a person moving it (e.g. rocking horse) or it being used with a typical movement (e.g. putting a phone to your ear).
Complexity of construction	How complex is the construction of the object? It does not refer to the production of the object.
Importance for humanity	How bad would it be for all humanity if the object no longer existed tomorrow?

The ▽ Category

Explanation effort	The amount of information needed to use this object properly. How extensive would the instructions be that would accompany this object?
Duration of use	The duration of use from the beginning to the end of an active use. It does not refer to the duration of use over the entire life of the object.
Frequency of use	The average number of days per year that the object is used.

The ◇ Category

Weight	The weight of the object
Height of the lying object	The height of the object placed so that it has the least height.
Volume	How much space does the object take up?

END OF THE GAME

The game ends as soon as you have played the given number of objects.

You can see how well you did on the **scoreboard**:

Every space before the bouquet	That was … well, it was "okay"! Maybe you should try an easier level first …?
Bouquet	You can pat each other on the back with encouragement. You didn't win, but you were close!
Bronze	You **won** the game and you can be proud of your team's performance, but there's still some room for improvement.
Silver	That was impressive. You **won**! Play again straight away - and then you'll surely win gold!
Gold	Yeah! You have **won** and crushed it! Off to the next, more difficult level!

RULES FOR SELECTING OBJECTS

- The object you write down **must** be an object you can touch. Only man-made objects are valid. Plants, animals, clouds, water, etc. are not allowed.
- You may **not** use numbers.
- Apart from the object, **no additional word**, such as an adjective, may be used.
- The object **must not** contain any material: So a cooking spoon would be a valid clue but a wooden cooking spoon would not.
- The object **may** be a compound word as long as you could also find the word in this form in an english dictionary.

In general, if you have the feeling that you are "cheating" with your clue, then you are probably cheating.

COMPONENTS


1 game board


1 score token


9 number tiles
Front: Number
Back: Trap


1 bag


6 laminated player boards


2 level overview cards


9 cups


6 dry-erase markers


165 object cards


1 game length overview card


15 category cards

AIM OF THE GAME

In **The Same Game**, you play together as a team.

In the game, you compare 2 objects in relation to different categories. As a result, you gradually remove cups that are next to the categories on display. You score points as long as you do not uncover the trap. If you have correctly selected a category, you can place its cup on the next available space on the score track.

If you reach the medal area at the end of the game, you win **The Same Game**.

SETUP

1. Put the **game board** on table and place the **score token** on the position of the scoreboard that corresponds to the number of people playing.
2. Have each player take a **player board** and **1 dry-erase marker**.
3. Place the **game length overview card** in front of you according to your number of players. Then take the **level overview cards** and decide which level you want to play. The levels differ in the number and difficulty of the categories on display.



Level of difficulty	○ Number of category cards	△ Number of category cards	□ Number of category cards	◇ Number of category cards
Level 1	5	1	0	0
Level 2	4	1	1	1
Level 3	4	2	1	1
Level 4	4	2	2	1

4. Sort the **categories** by their colors and shuffle all the piles well separately.
   Draw the given number of ○ **blue**, ▽ **green**, □ **orange** and ◇ **purple categories** and lay them out open in a row below the game board.
5. Put the following **number tiles** in the **bag**, depending on the chosen level of difficulty:

Level 1: 1 – 6 **Level 2: 1 – 7** **Level 3: 1 – 8** **Level 4: 1 – 9**

6. Place 1 **cup** next to each category on the table.
   NOTE: Depending on the level, 0 to 3 cups remain. Place the remaining cups on the score track, in the middle of the board, starting with "7". These cups are no used and remain there throughout the game.
7. Shuffle all the **object cards**. Each player draws 1 object card and looks at it secretly. Without looking at it, place exactly 1 object card face down on the corresponding space on the game board.

In a 3-and-4-player game, place the remaining object cards as a **draw pile** ready for the second round. Otherwise, put the cards back in the box with the rest of the game material. You will not need them in this game.

Now you can start!

For the **first game**, we recommend that you start with level 1.



Remove the cups and check your assessment.

Agree on a category together and remove the cup from the number tile.



Is there a number on the number tile? Very good! You have correctly excluded the category. Place the cup on the next available scoring space. Continue with the next category!

RIGHT

Can you see the trap on the number tile? Bad luck. The trap is sprung and you are unfortunately not allowed to place the cup on the current turn ends immediately for you.

WRONG

End of a turn and start of the next.

Once you have dealt with all the objects from the bag, the round will end.

If you have dealt with all the objects from the bag, the round will end.

If there are 3 or 4 people in a game with 3 or 4 people, play one additional full round.

3 people:	2 rounds Play a total of 6 objects.
4 people:	2 rounds Play a total of 8 objects.
5 people:	1 round Play a total of 5 objects.
6 people:	1 round Play a total of 6 objects.

Everyone's clues have been played.

Then they will start their turn!

To prepare a new round, clean your player boards, put the number tiles back in the bag and repeat all the steps from **Phase 1: The Same**. Then play the new round as described in **Phase 2: The Game**.

Attention: If you have already swapped the object card in the first round, the empty card slot is **not** refilled (see **Phase 1: Swap Object Card** at page 5).

Start a new round (only in the 3 and 4 player games).

Note: If two people want to play **The Same Game**, this is possible without changing the rules. To do this, place your score token on the space for 2½ players at the beginning of the game and then play 2 rounds (i.e. a total of 6 objects).

TWO PLAYER GAME

Note: It is not important to guess the trap category right away. It is best to start with the categories where you think there is a clear difference between the two objects and remove these cups first. Then, step by step, move on to the categories where you are unsure.

Set the trap and read out your clue.

The most curious person starts. Then the game continues in a clockwise direction.

At the beginning of your turn, every other player in your team closes their eyes.

You have drawn the term "yoga mat" as an object card. You now think of an object that has the same length as a yoga mat, if possible, to point out to your team the trap behind the category "length".

Then place a cup on top of each number tile (in our example, the "7") so that the trap is now visible.

Then place a cup on the number tiles of each player.

Once you have dealt all the object cards, put the remaining object cards in the box. You will not need them in this game.



Note: Always start one and then cover one tile at a time so that no one notices where the approximate position of your trap.

Once you have finished, ask your team to open their eyes again.

Now show your team your two objects. One is the given object on your card, the other is the object you wrote down. From now on, you are not allowed to make any comments or gestures that could give your team any hints.

Now your team discusses which categories are **not** the trap.



Note: Your task is to find the categories in which the two objects **differ**. The trap, i.e. the category in which the two objects are similar, is best not revealed at all.

Phase 2: The Game

EXAMPLE

During setup, you drew the tile with the "2" and put it on your player board. Then the "2" was assigned to category "length". The category "length" is therefore the trap during your turn and should not be revealed by your team. The other categories on display are: appearance, importance to humanity, Material, Price and Weight.

An example of a bad clue would be "air mattress", it has a smaller length as a yoga mat, but in addition, a refrigerator clearly differs from a yoga mat in the other categories appearance, importance to humanity, Material, Price and Weight.

BAD CLUE

A good clue would be "refrigerator", for example, because it has a smaller length as a yoga mat, in addition, a refrigerator clearly differs from a yoga mat in the other categories appearance, importance to humanity, Material, Price and Weight.

GOOD CLUE

After you have written the chosen object on your player board, you continue with **Phase 2: The Game**.

As a team, you have the opportunity to exchange a drawn object card exactly **once** during the game. If you want to do that, you consult with your team and first put your own object card back in the box. Then you take the object card that is lying face down on the game board. You do not know the newly drawn object and may only swap the card once for the entire game. The card is not refilled, not even in a later round.

SWAP OBJECT CARD

Now your team discusses which categories are **not** the trap.

Repeat this process until you have either uncovered all the number tiles or have fallen into the trap. Then continue to the **end of the turn**.

Note: If you have dealt with all the objects from the bag, the round will end.

Once you have finished, ask your team to open their eyes again.

Now your team discusses which categories are **not** the trap.

Repeat this process until you have either uncovered all the number tiles or have fallen into the trap. Then continue to the **end of the turn**.

Everyone thinks about a clue at the same time.

Now think of an object and write it on your player board. The object should be as similar as possible in your category to the object on your card. In this way, you help each other to find the position of the trap. Finally, place your own object card face down on top of the object you just wrote down to keep both secret until your own turn.

Note: Pay attention to the rules for **selecting objects** at page 7 of these rules.



Next, prepare your clue for the team to help prevent them falling into the trap.

As everyone placed their drawn number tile back into the bag during the phase, it is possible that several players have the same number tile and therefore the same trap category.

2. Assign a number tile to the categories

Now take all the number tiles out of the bag and place 1 random tile face up next to each category.



2. Determine the personal trap

Now look inconspicuously for the category that is next to the number you wrote down. In this way, you have been assigned your personal category. Place the number tile back into the bag.



Now behind which the trap will be located during your turn.

1. Write down the numbers

One after the other, each player takes hold of the bag once. Whoever has the bag performs the following actions:

- Draw a number tile from the bag.
- Secretly write down the number from the tile on your player board.
- Put the number tile back into the bag.
- Pass the bag to the next person.

Keep doing this until everyone has written down a number.

Phase 1: The Same

Everyone will find out which category contains the hidden trap during their turn.