



No time to read the rules?
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The Rulebook

0. Game Idea

In Say Whaaat!? players try to guess the ranking of importance between not only objects but also ideas and notions.

In each round, one of the players becomes the judge, having to secretly put in ranking order five randomly revealed cards that represent ideas or items. All other players try to guess this order to get points.

108 Word Cards
(216 words)



50 Ranking Cards
(1-5 in 10 different colors)



1. Components

1 Scoring Board



10 Wooden Meeples
(in 10 different colors)



1 Rulebook



2. Game Setup

- Put the board in the middle of the table.
- Each player chooses a color and takes all 5 Ranking Cards of this color in their hands. Place the Wooden Meeples of the chosen colors in the starting space of the Scoring Board.
- The player who most recently shared a funny story is the starting player and becomes the Judge of the first round.

3. Game Round

3.1 Round Setup

At the beginning of each round, the Judge shuffles the cards deck, and draws 5 cards. These are the cards that are going to be used in this round. The cards are placed in random order side by side in the middle of the table.

* If you play the Team Variant, the Game Setup is slightly different, see the appropriate rules on page 6.

3.2 Ranking

Without comment, the Judge secretly considers the ranking of the cards in order of importance. This ranking is completely based on the Judge's personal opinion, though it should be done honestly.

The Judge will eventually place their ranking cards face down above the card row, placing their #1 card above the card they judge the most important, card #2 above the card they judge second-most important and so on.

However, it is very important that the other players **can't understand** the ranking of each card at this point, so we highly recommend that the Judge decides the ranking by arranging the ranking cards in their hands first and then placing them on the table from left to right. The Judge can peek at the cards and make sure they are in the chosen order.

After the Judge has completed the ranking and has placed their cards above the card row, all the other players will try to guess how the Judge has ranked them. To do so, each player places their cards, face down below the card row. Each player places their cards side by side.

As we can see in the image on Page 4, the Judge has now ranked the 5 cards and the other 3 players have placed their guesses below. Time to see who got the most points!

**Card
Row**



**Judge's
Ranking**



**Players'
Guesses**



3.3 Scoring

After all players have made their guesses, the Judge will now reveal the ranking.

To make it more fun, we recommend having the judge reveal the cards starting with their #1 pick, then #2 and so on.

After the cards have been revealed, the players reveal their guesses one at a time. It is also fun to explain your thinking at this time.

After all cards have been revealed, each player but the Judge scores points.

Each player scores 1 point for **each** card they **matched** with the Judge.

The player with the **most** correct guesses this round, receives 1 extra point. If multiple players tie for the most correct guesses, they all get the bonus point.

The points are tracked in the scoring board, with each player moving their meeple one space per point received during the round.

After scoring, the player sitting on the left of the Judge becomes the new Judge, all cards used this round are discarded and a new round begins.

4. Game End

After all player have become Judges once the game is over. The player with most points is the winner of the game. In case of a tie, the player who got the most points in a single scoring round is the winner. If it is still a tie, players share the victory.

Teams Variant

The Team variant is playable with an even number of players.

Players form teams consisting of two players each, and place one of their pieces in the scoring board (teammates score together).

Each round, one player of every team is the team's Judge and the other player is the Guesser.

At the beginning of each round 5 cards are revealed, exactly like in the normal game.

All the Judges pick their ranking simultaneously and place their cards above the card row face down. Like in the normal game, the Judges should first build their rankings in their hands and then place the cards face down from left to right.

Then, at the same time, all the Guessers try to guess the ranking of their team's judge, placing their cards face down beneath the card row. The Judges shouldn't influence their partners in any way.

One by one, each team reveals their cards together, starting from the most important and descending to the least.

Each correct guess gives the team one point, with the team with the most correct guesses receiving one additional point. In the next round, the Guesser will become the Judge, and the opposite.

After 6 rounds, the team with the most points wins the game.

Credits

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Special Thanks

Drawlab Entertainment

The publishers want to thank their playtesters not only for their patience testing the game, but for all the great games we played together. We would like to thank: Stavros Kourtis, Evgenia Stefanou, Efi Barousi, Dimitris Chatzidimitriou, Stavros Kotsakis, Eirini Argiti, Voula Mouratidi, Antonis Georgountzos, Dimitris Vasiadis, Harris Panagiotopoulos, Giannis Panagiotopoulos, Konstantina Stefanou, Spyros Koronis & so many more.

Mike Petty:

Special thanks to my wife Kendra and my lifelong friend Terry Carr for testing that first draft with me so long ago. I won't be able to include all the others who helped, but thanks to Kory, Dave, Greg, James and the rest of the group from Protospiel. I would also like to thank Drawlab's team for their work in this version. And thanks to God, who doesn't provide a ranked list, but who gives hope that some things really do matter.



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