



Print & Play Version



Grégory GARD

Do not print on both sides



OBJECT OF THE GAME

Work together to fill in the grid with Clue Cards! Each player must come up with a clue that represents the crossing of their unique combination of code words. The other players have to correctly guess which two words are crossed. Your goal is to fill in the grid with as many clues as possible by correctly guessing the location of each card.

Choose your clues carefully and try to get the best score possible!

SETUP

- Begin your grid by arranging the Axis Tiles in order, with the letters in a single row and the numbers in a single column.
- Shuffle the Code Word Cards together and place them so that one word is visible in front of each Axis Tile.

HOW TO PLAY

When all players are ready, start a 5-minute timer.

Each player draws one Clue Card from the pile, without revealing it to the other players. Clue Cards have coordinates on them that represent a unique crossing of two of the code words laid out during setup.

You must try to come up with a single word that combines both of the code words on your Clue Card.

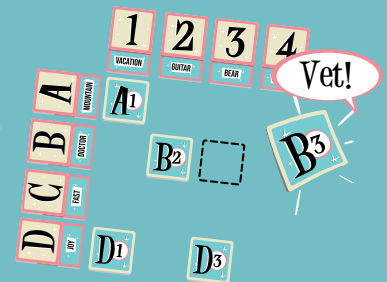
At any time, when a player comes up with a clue, they gather the attention of the group, and then say their clue out loud so that everyone can hear it. The other players now have a single guess to try to correctly place the Clue Card in its proper location. They may communicate with each other and exchange opinions, but only one player acts as the spokesperson for the team and gives the team's final guess:

- If they correctly guess the coordinates of the player's Clue Card, that player places their card in its location in the grid, with its coordinates facing up.
- If they guess incorrectly, the Clue Card is placed to the side of the table, without revealing its coordinates..

The player who gave the clue then draws a new Clue Card from the pile. When the pile is empty, the game continues until no player has a card left in their hand. (Or the timer runs out).

2 or 3 player game

When playing with two or three players, each player always has two Clue Cards to choose from in their hands. They can choose either one if they can come up with a good clue for it..



END OF THE GAME

The game can end in one of two ways:

- The timer runs out.
- There are no Clue Cards left in the pile and the players have no more cards in hand.

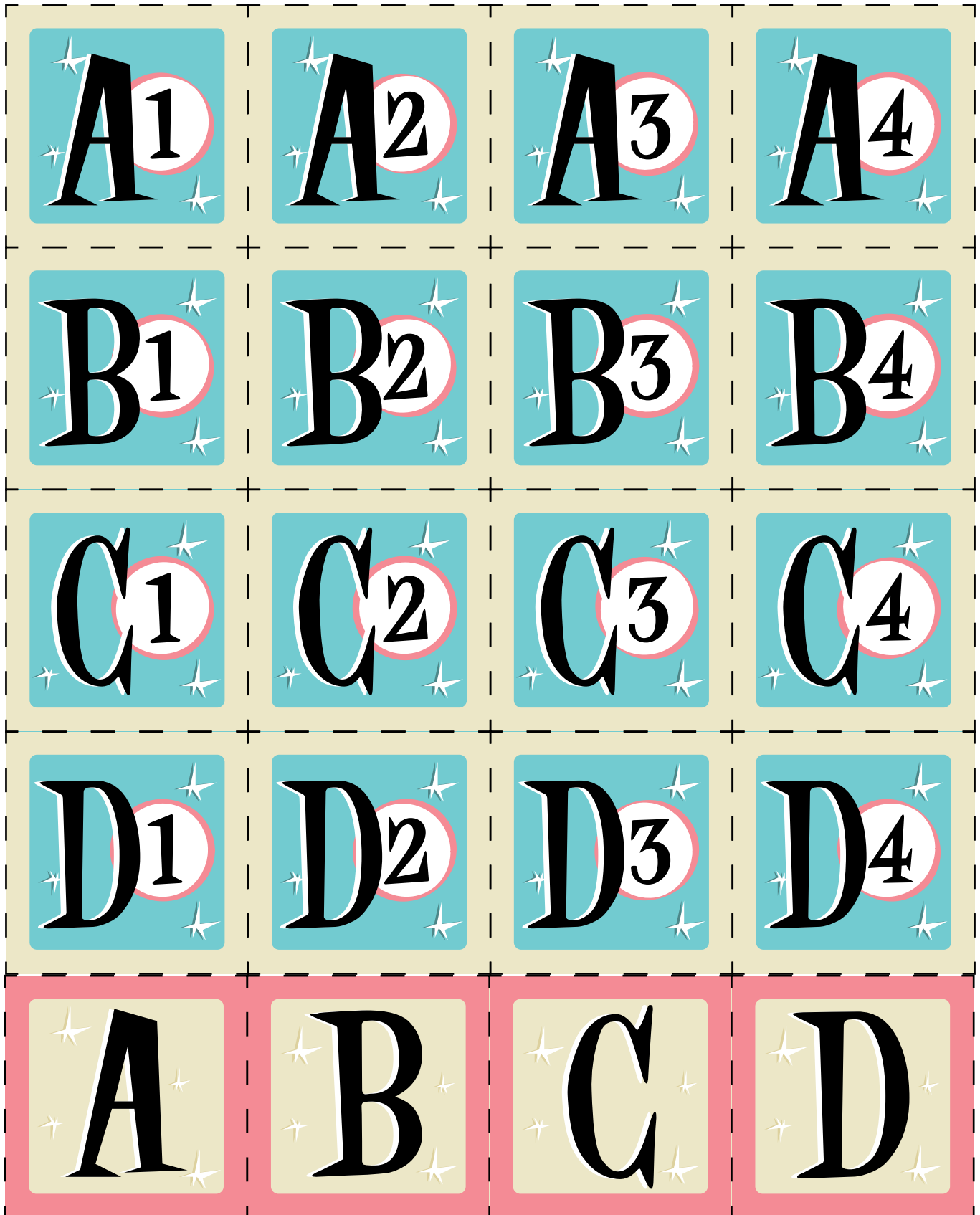
Players then count the number of Clue Cards correctly placed in the grid, each card worth one point:

- Less than 8 points: Failed! Oh dear, clearly you don't understand each other at all.
- 8 to 11 points: Verage. You have a basic understanding of how the other players think!
- 12 to 14 points: Good! Wow, you have a strong connection!
- 15 points or more: Axesome! A perfect score, you must be telepathically linked!





Cut along the outlines !





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1	2	3	4
SUMMER	HEART	APPLE	HAPPINESS
DOCTOR	CAR	SOCIAL MEDIA	ORANGE
COW	FEET	COLD	CAT
WATER	PHONE	HOT	MILK
GREY	PINK	MEAN	DREAM
ARROW	RADISH	DRESS	GLASS