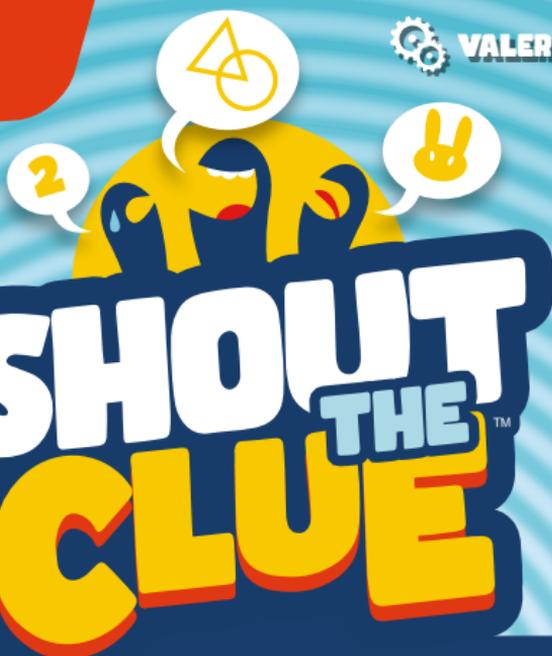


# RULES



VALERY FOURCADE



In a cacophony of clues sent by your Informants, you must decode a series of words before time runs out.

The problem? Your Informants can only give clues that fit their constraint!

Keep a cool head or it could turn into a Fiasco!

## COMPONENTS

- 250 Word cards
- 8 Constraint tiles (Easy side yellow, Difficult side red)
- 1 Fiasco game board in 2 parts (to be assembled)
- 1 Fiasco token
- 1 90-second sand timer



## GOAL OF THE GAME

As a team, decode as many words as possible in each round before the game turns into a Fiasco!

# SETUP

- 1 Assemble the Fiasco game board and place it in the centre of the table.
- 2 Place the Fiasco token on the space on the board corresponding to the number of players, as shown in the image below:



*Example of a 4-player game*

- 3 Distribute a pile of Word cards, face down, to each player:

3-4 players	5-6 players	7-8 players
5 Word cards	6 Word cards	7 Word cards

- 4 Give the sand timer to the person with the most letters in their first name. This player is the Decoder for the first round. All the remaining players are the Informants.
- 5 Place 1 Constraint tile in front of each Informant. Everyone but the Decoder receives one. For a 3-player game, place 2 Constraint tiles in front of each Informant.

**Note:** for your first game, we recommend using the yellow Constraints.

Leave the remaining cards and tiles in the game box, they will not be used during the game.



*4-player setup*

## HOW TO PLAY

The game is played in rounds.

1. When all the players are ready, the **Decoder** turns the sand timer. They then pick up the first **Word card** on their pile and **show it to their Informants** without looking at it.

2.

### Informants:

All at once, the Informants must **give as many clues** as possible. Remember: each Informant must **stick to the Constraint** in front of them!

### Decoder:

Using the clues given by the Informants, the Decoder must **guess the word** on their card. They can **make as many guesses** as they like.

**Note:** you cannot use words with the same root as the word in question.

3. Has the Decoder **guessed correctly**? Now they must place the word on the table and **show the next Word card** to the Informants without looking at it.

If the word is **too difficult**, the Decoder can choose to **"pass"**. To do this, place your Word at the bottom of your pile and **reveal a new one**. You'll have the opportunity to go back over passed words if there's time.

## END OF THE ROUND

As soon as the sand timer runs out, the round is over.



For each word that the Decoder fails to guess, move the Fiasco token down one notch on the game board.

## NEW ROUND

The Decoder passes the sand timer to the player on their left, who now becomes the Decoder for the new round.

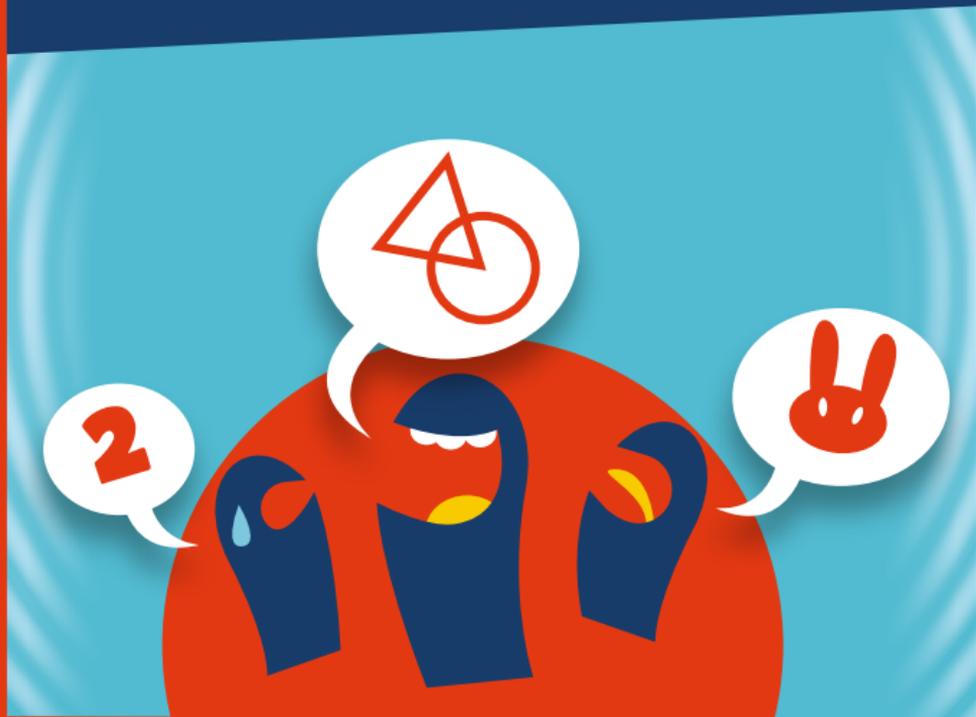
Then, each player passes their Constraint tile to the player on their left, so that each player has a constraint in front of them, except for the new Decoder.



# VARIANTS

Want to adjust the difficulty level of your game?

- **Increase** or **decrease** the number of Word cards in each player's pile.
- and/or
- Flip the Constraint tiles of your choice to their **Easy** or **Difficult** side.



English Translation and Proofreading: Amaia Wilson Frade and Joseph Philipson for The Geeky Pen. © 2026 Blue Orange Edition. Shout the Clue and Blue Orange are trademarks of Blue Orange Edition, France. Game published and distributed under license by Blue Orange International, 97 impasse Jean Lamour, 54700 Pont-à-Mousson, France. [www.blueorangegames.eu](http://www.blueorangegames.eu)

