



BEAT ABOUT THE BUSH

RULES OF THE GAME

The aim of the game is to describe the word written on a card so that the opposing team correctly guesses what the word is exactly.

Each card is divided into two levels of difficulty:

beginner – the blue background and intermediate – the yellow background.

The players divide themselves into two teams and then decide which level of difficulty they want to play. The minimum number of players is two, one player in each team.

For each level of difficulty, both beginner and intermediate, the players can choose to play Beat About the Bush with the rules for the easier version or the rules for the harder version.



THE EASIER VERSION

The players place the tokens and the pack of cards face down on the table. The first player of one team takes a card and reads it. The player then begins to describe the main word /in white/ using the hint words /in black/.

The players of the opposing team try to guess the word. After the word has been correctly guessed the teams change roles.

If a player describes the main word in such a way that the opposing team correctly guesses the word then the player gets:

- one number 2 token and one number 1 token for not using any hint words
- one number 2 token for using only one hint word
- one number 1 token for using two or three hint words.

If the opposing team does not correctly guess the word then the player who described the word does not get a token. If the opposing team correctly guesses the word then they get one number 1 token.

If the opposing team does not correctly guess the word then they do not get a token.

The points from the tokens need to be added. The team with the highest number of points, wins.

THE HARDER VERSION

The players in this version CANNOT use the black hint words to describe the main word /in white/. The first player takes a card and reads it. The player then describes the main word WITHOUT USING ANY OF THE HINT WORDS.

A player who describes the word without using any of the hint words gets one number 2 token.

A player who by mistake uses one of the hint words does not get a token, but must continue to describe the word until the opposing team correctly guesses the word. If the opposing team correctly guesses the word then they get one number 1 token.

If the opposing team does not correctly guess the word then they do not get a token. The points from the tokens need to be added.

The team with the highest number of points, wins.