

# Close Enough

3+ players | 25 Minutes | Ages 10+ | Mondo Davis  
Everything is on a spectrum.

## Components

100 Dry Erase Spectrum Cards  
50 Vibe Cards  
6 Dry Erase Makers  
50 Point tokens

## Setup

Give each player a marker.

Make a pile of Point tokens.

Shuffle the Spectrum Cards and the Vibe cards separately and make a draw deck of each in the middle of the table.

The player with the best vibes is the first player.

## Gameplay

Close Enough is played in rounds. Each round begins with the first player dealing out 1 Spectrum card to each player. Spectrum cards are double sided, and on one side is a number.

Each player secretly looks at the number on their Spectrum card, but keeps it hidden from other players. After looking at the number, place the card number side down in front of yourself.

Then, the first player draws the top Vibe card and reveals it face up. This card displays an adjective that each player will try to write a clue for.

## Clues

The clue that each player writes should correspond with the number on their Spectrum card. For example. If the Vibe card says "Annoying", and a player has the number 83, they should write an clue that they believe would land at 83 on a scale of 1-100 cringey situations. They might write "getting a paper cut on your writing hand during an essay exam."

Clues can be whatever the player wants, from one word clues to entire sentences. The clue may not contain the Vibe card adjective.

## Guessing

Once all players have written their clue, starting with the first player, each player reads their clue out to the table. Then, all players pass their card to the person on their left without revealing the Spectrum card number.

After receiving another player's Spectrum card, each player guesses what number is on the back of the card by writing it somewhere beside the clue.

#### Scoring

Once all players have written their guess, each player reveals their guess along with the number on the back of the card. If your guess is within 10 points of the correct number on the Spectrum card, both you and the player who wrote the clue receive 1 point. Take a 1-point token and add it to your play area.

If you write a number that is within 5 of the correct Spectrum number, both you and the player who wrote the clue get 2 points.

If you write the exact number that the clue-giver wrote, both of you earn 5 points.

#### Next Round

After totaling points, discard the used Spectrum cards back into the box. Then, the next person in clockwise order becomes the first player and repeats the process by dealing out new Spectrum cards and revealing a new vibe card.

Each round, after writing clues, players will alternate which direction they pass their Spectrum card.

#### Game End

Once everyone has had a chance to be the first player, the game ends and players tally their points. The player with the most points wins.