

GOTH SLOTH

3-10 Players | Ages 10+ | 20 Minutes

A party game by Mondo Davis and Michael Shaw | Contact: www.mondodavis.com |
mondo@mondodavis.com

Components

359 Cards (35 Decks of 10 Cards, 9 Tie! cards)

Setup

Pull a number of 10-card decks out of the box equal to the number of players. Place these decks in the center of the table.

Place the 9 Tie-breaker cards in the center of the table within reach of all players.

Choose the first player.

Gameplay

In Goth Sloth, players will take turns giving clues to try and get other players to correctly guess rhyming phrases. The clue-giver receives points when other players guess their phrases. Players get points for guessing correctly. At the end of the game, the player with the most points is the winner.

Player Turns

Starting with the first player, each player will have 1 minute to try and get other players to guess 5 phrases. To begin the turn, the first player selects one of the decks of 10 cards and places it face-down in front of them.

Each deck has 10 cards, with words that all rhyme with each other. A rhyming word and the phonetic endings of the words are written on the back of each card.

The player begins by drawing the top two cards from the 10-card deck. Each card has one word, and the player should choose the phrase they will give clues about.

Example: If a player draws a card with the word “swine” and a card with “fine,” they must decide secretly whether they will give clues for “Swine Fine” or “Fine Swine.”

When the player is ready, start a 1-minute timer. The player then describes their chosen phrase. Descriptions should be about the phrase as a whole, and not about each word individually.

Example: The player might describe “Swine Fine” by saying, “This is the fee you have to pay when you have too many pigs.”

As the player is describing the phrase, other players are listening and may guess what phrase is being described at any point. When a listening player is ready to guess, they must guess the entire two-word phrase. Single word guesses are not allowed.

The clue-giver may not say either of the words on the cards. They may, however, tell the group when one of the two words has been said by one of the guessing players.

Example: When describing “Swine Fine,” John hears Priscilla guess “Rine Fine.” John may tell the table that “fine” is correct, but “Rine” is not.

If a guessing player guesses the entire phrase correctly, the clue-giver reveals the phrase. They then give one of the two cards that they used to make the phrase to the player who guessed correctly, and keep the other card in front of themselves. These cards will represent the player’s points at the end of the game. (See *Ties* below)

Guessing players may guess the phrase in either of the two possible orders. In the example “Swine Fine,” if a guessing player guesses “Fine Swine,” this answer is acceptable as it includes both of the words.

After a phrase is guessed correctly, the player whose turn it is draws the next two cards from the same deck, and repeats the process. They continue this until the 1-minute timer expires or until their deck is exhausted.

Ties

If two or more players correctly guess the phrase at the same time, the clue giver should give one of the tying players a card as normal. The other tying player(s) may draw one Tie! card from the center of the table and add it to their scoring pile. Tie! cards are meant to be limitless, so if you run out, use any suitable substitute.

Passing

If the clue-giver gets stuck, they can pass at any point. To do so, they may take one of the two cards they are trying to describe and place it at the bottom of the deck in front of them. Then, they draw one card to replace the passed card and continue giving clues for the new phrase.

Example: Lisa can’t get the other players to guess “Swine Fine,” so she takes the card with “Swine” and places it on the bottom of the deck. She then draws a new card, “Line,” creating the term “Fine Line,” and continues her turn by giving clues for that phrase as normal.

After a player’s turn is over, it is the next player’s turn. They should select a different 10-card deck, and repeat the process.

Game End

After each player has had a turn giving clues, the game ends and players count their points. They receive one point for each card that they acquired during the guessing phases on their turn as well as the turns of the other players. Tie! cards are also worth one point. After adding up their points, the player with the most points wins.