

Winning cards

In the event that no acceptable answer is called by any player on a turn, play continues with the next card and category.

The dealer reads the category from the top card of the deck and moves the card on top of the previously played card. The first player to call out an acceptable answer wins both cards in the stack. Repeat as needed.

Play continues until all but the last card has been won.

End of the game

The last card in the deck can be used as the first category for the next round or will not be played if it is the end of the game.

The winner

The player with the most cards at the end of the game is the winner.

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Retain this information.

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Rules of the game

NAME THAT

the quick thinking name game

NAME THAT

Person, place, thing...

2 or more players

age 6+

Content :
50 cards and
rules of the
game

Object of the game

To be the first to find the word and to collect the most cards.

Set Up

- Shuffle the cards and place them in a pile face up on the playing surface.
- Designate a dealer who will read the categories and starting letters for the first round.

Playing the game

- The dealer reads aloud the category on the top card then places it next to the deck to reveal the letter on the next card.
- Players race to call out an answer to the category starting with the letter revealed on the next card.
- The first player to call out an acceptable answer wins the first card.



Daredevil!

Dentist!

Doctor!

a SUPER HERO starting with "D"?

Dad!