

OBJECT OF THE GAME:

To match your answer with as many of the other players as possible, progress through to the **Super Match Game**, then the **Head to Head**, and eventually win the game!

The game is all about filling in blanks. For example, someone might read out the card:

"McDuff's the cowboy builders were always cutting corners in their work. When they finished building a house recently, they left it without (Blank)."

What word or words would you use to fill the Blank? A roof? Windows? A front door? Each answer that matches with another player's takes you a step nearer to winning the game!

The sequence of the game is:

Blankety Blank Round — in which all players try to fill their playing board with red counters.

Super Match Game — in which one player tries to win gold counters.

Head to Head — in which a player who has amassed 6 gold counters tries to win the game.

BEFORE PLAY BEGINS:

Each player is given an individual playing board and a Blankety Blank answer sheet. The Blankety Blank Cards, Super Match Cards, the timer and the red and gold counters are placed within easy reach.

Decide before play begins how many shapes on each playing board need to be covered by red counters before a player can attempt a Super Match Game. As a general rule, this should be the same as the number of players: i.e. 6 Players — 6 shapes should be covered; 5 Players — 5 shapes should be covered; and so on. However, players may decide to alter this to suit themselves — bearing in mind that the less shapes that have to be covered, the shorter the game will be. The number of gold counters needed before attempting a Head to Head may also be varied in this way.

Decide also which side of the cards are to be used. In the case of the Super Match Cards, use either the side with the gold flash, or the side without; with the Blankety Blank Cards, use either the pink or the yellow side.

PLAYING THE GAME:

Blankety Blank Round: Decide which player will take the first turn. The person to this player's left then picks up a Blankety Blank card and reads it out aloud. The timer is started and all the players have 30 seconds to write down an answer on their Blankety Blank answer sheet. At the end of the 30 seconds, the first player reads their answer out aloud, and then all the other players, in a clockwise direction, read out their answers in turn.

If any of these answers match the first player's, then both the first player and the player whom they matched with receive a red counter to place over one of the shapes on their playing board.

Play then continues — with the player to the left now being asked a Blankety Blank question — until one of the players fills their playing board with the number of red counters decided upon before the game began, and shouts out "Blankety Blank". In the event of two players filling their board at the same time, the player whose turn it is has precedence and goes on to play the Super Match Game.

The player who was first to fill their playing board then attempts to win gold counters in the Super Match Game. Each player clears their playing board of counters ready to start another round.

Super Match Game: The player attempting to win gold counters in the Super Match Game is asked a Super Match question — e.g. "Home (Blank)". The timer is started and the player then has 30 seconds to come up with an answer that fits the Blank — e.g. Home cooking, Home Secretary, Home brew.

If the answer given is on the card, the player is awarded the corresponding number of gold counters. If not, then the player gets nothing. In either case, play continues as before with another Blankety Blank Round, leading up to another Super Match Game.

When one of the players succeeds in amassing a total of 6 gold counters (or whatever number was decided upon before play), they must shout out "Blankety Blank", and they can then attempt a Head to Head — and possibly win the game!

Head to Head: The other players choose the next card from the pack of Super Match Cards, and read out the question plus the three answers given on the card. The timer is started, and the group must then decide amongst themselves — and write down — the answer that they think the player attempting the Head to Head is least likely to choose. At the end of the 30 seconds, the player gives an answer, and if it matches with the answer written down by the others, then the player wins the game. If not, then the player must forfeit 3 gold counters (or a lesser number, if decided upon), and play continues as before. *NB: Remember, the group is attempting to stop their opponent from winning the game, so the word they choose is one that they think their opponent will not choose!*