2-PLAYER MODE

In this version, as the Guide, you will not be using your Joker. Instead, you will be writing Clues aimed to help the Seeker each Round. The Seeker will not see these clues, however, until they write the same Clue on one their cards. You will have to come up with Clues that will not only help find the Master Word, but that the Seeker will also think of!
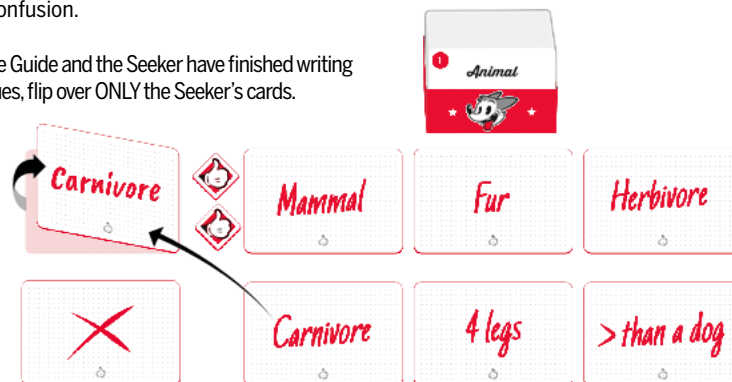
Setup

In addition to the normal setup, the Guide takes 6 Clue Cards and a Marker.
The Seeker takes 18 Clue Cards.

Gameplay

Each Round, once the timer has started, **the Seeker writes 3 Clues** that they place FACE DOWN in a row. Simultaneously, the Guide writes 1 Clue and places it FACE DOWN to the left of the Seeker's Clues.

Mark the Guide's card with an X on the back to avoid confusion.

Once the Guide and the Seeker have finished writing their Clues, flip over ONLY the Seeker's cards.

If one of them is **identical** or **very similar to any** of the Guide's face down Clues (even from a previous Round), the Guide flips over that card, revealing it. This confirms to the Seeker that this is a very good Clue. Some examples of sufficiently similar clues: eats grass/herbivore, ape/gorilla, lighter than a mouse/less than 20 grams.

Then, like in the standard game, the Guide places their Tokens to indicate which ones are on the right track. Make sure to only count the Seeker's Clues, and never any of the Guide's revealed Clues.

The Guide is not allowed to write a Clue that the Seeker has already written and revealed.

Reminder: If the Seeker reveals a Clue Card corresponding to one of the Guide's cards, the Guide reveals their card, even if it was played in an earlier Round. If the Seeker proposed a Solution that wasn't the Master Word, treat this Solution Card like a Clue. This can then be used to reveal one of the Guide's Clues.

End of Game

The game ends in the same way as the standard game.