

**EXAMPLE**

**Animal**

**Mammal** **Land** **Aquatic**

**Amphibian** **Reptile** **Lays eggs**

**Lives in water** **Can swim** **Smaller than dog**

**Polar bear** **Predator** **Europe**

**Joker**

**Feline** **Spots/stripes** **Jungle**

**Panther** **Tiger**

**WE WON!**

OKAY, IT'S EITHER A LAND MAMMAL, OR A MARINE MAMMAL, OR AN AQUATIC/LAND ANIMAL THAT ISN'T A MAMMAL.

NO TOKENS! SO IT'S PROBABLY NOT AN AQUATIC / LAND ANIMAL. I'LL PUT AN X ON THESE CARDS.

IF IT LIVES IN THE WATER, IT SHOULD KNOW HOW TO SWIM! BECAUSE WE ONLY GOT ONE TOKEN, IT'S OBVIOUSLY NOT AN AQUATIC MAMMAL.

SO IT'S A PREDATOR THAT'S A LAND MAMMAL, THAT HAS NOTHING TO DO WITH POLAR BEARS, AND DOESN'T LIVE IN EUROPE...! AND IT EITHER KNOWS HOW TO SWIM, OR IS SMALLER THAN A DOG.

YES! ALL THREE!

A piece of paper towel or tissue is the best way to clean Clue Cards at the end of the game.

Dry-erase erasers tend to leave smudges on the white cards.

**END OF THE GAME**

**Victory!**

You win the game as soon as a Seeker places a Solution Card on the table with the Master Word written on it, even if all the Seekers haven't finished writing their Clues. The quicker you find the solution, the better your Rank:

**Round 7:** Eagle Eye

**Round 5-6:** Bloodhound

**Round 4 or better:** Master Fox

**Defeat...**

You lose the game if any of the following happens:

- You used up all your Solution Cards without finding the Master Word.
- You wrote the Master Word on a Clue Card.
- You finished Round 7 without having found the Master Word.



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**TIPS**

**Internet**

Only the Guide is allowed to use the Internet to check information, not the Seekers.

**For the Seekers**

Talk to each other. Try to put together Clue sequences that will be useful. For example, if you're looking for the location of a monument and you write the 5 continents, you will probably get one Token. Now, apart from knowing it's on Earth, you won't be any further ahead in your deductions.

**For the Guide**

**Keep telling yourself:** Your goal as the Guide is to help the Seekers find the Master Word. You do not have to be factually or objectively correct when placing your Tokens. The only thing that matters is how well you are able to guide the Seekers toward the Master Word. There may even be some 'factually correct' Clues that you should not indicate. For example, when trying to find 'Pope' from the hint 'Personality,' it may be a good idea to ignore the clue 'Politics,' even though many popes throughout history played important political roles. Don't forget to double check the meanings of the Seekers' Clues (if necessary) to make sure you are on the same page before placing your Tokens!

We finance the replacement of trees used in the production of our games.

**MASTER Word**

**FOLLOW THE GUIDE**

A game by **Gérald Cattiaux**  
 Illustrated by **NILS**

**Learn the rules in 1 min**  
[scorpionmasque.com](http://scorpionmasque.com)

15' 12+ 3-6

**GOAL**

**Master Word is a completely cooperative game. All players win (or lose!) together, trying to find the Master Word by writing it on one of the 3 Solution Cards.**

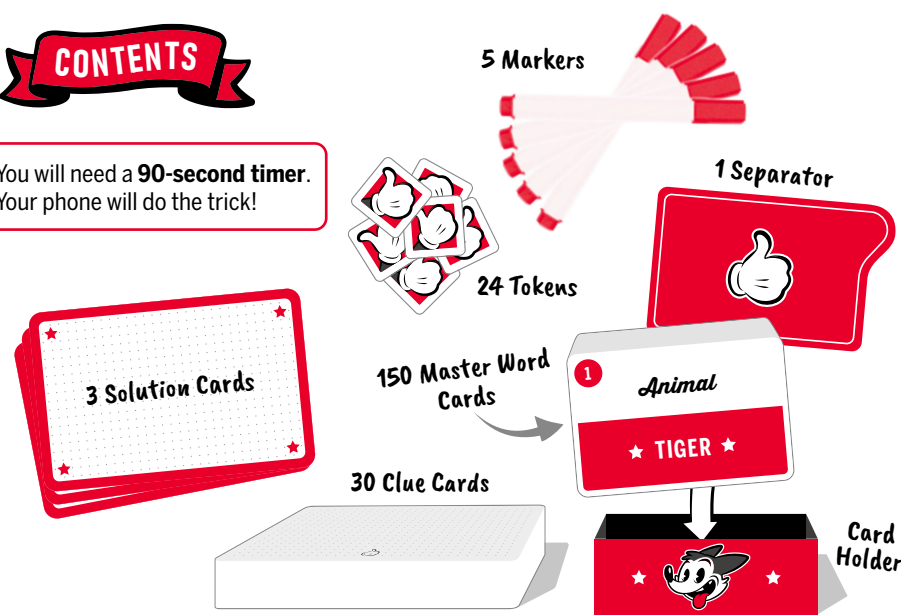
One player, the **'Guide,'** knows the Master Word and helps the other players, the **'Seekers,'** to discover it. Every Round, the Guide will indicate whether or not the Clues provided by the Seekers are on the right track.

By using deduction, the Seekers can use those Clues to narrow their focus and discover the Master Word.



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You will need a **90-second timer**. Your phone will do the trick!



## SETUP

### Determine who will be the Guide.

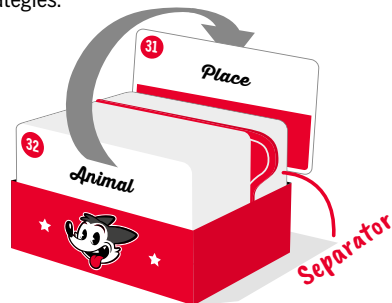
- This player takes the Master Word card holder and **secretly looks at the Master Word** on the card (the Master Word is written on the hidden part of the card, with the red background). The Guide can change cards if they are not comfortable with the first one they see.



- The Guide announces the hint out loud to the Seekers, and turns the card holder so that the hint is facing the Seekers and is easily visible (with the Master Word hidden!).
- Each Seeker takes **6 Clue Cards** and **1 Marker**.
- The **3 Solution Cards** should be placed within easy reach of the Seekers.

At the end of each game, **place the played card behind the Separator**. This way, you will be able to play cards 1-150 in order.

Once you have played the front of every card in the deck, **turn the deck around** to reveal numbers 151-300. Note that the difficulty of the cards increases as the numbers get larger. You can always play higher numbers than your current level if you think your group is up to the challenge! Note that the first 3 cards in the deck are easier, to help you hone your skills and develop strategies.



## GAMEPLAY

The game is played over a series of **Rounds (maximum 7)**. Each Round follows these steps:

### 1. Seeker Phase

The Guide starts the **90-second timer**. The Seekers use this time to discuss (out loud) and agree on what **CLUE** they are each going to write. The Seekers each write their Clue on one of their Clue Cards, and place them in a row. The Guide does not write anything, and does not participate in discussions.

A Clue is used to indicate whether or not the Master Word has a specific characteristic. Clues can be made up of multiple words, but must communicate **A SINGLE IDEA**. For example, "Weighs more than 100 lbs." Clues must be related to the **meaning** of words, and not to their spelling, pronunciation, etc.

Seekers may repeat Clues as many times as they like, even in the same row. Any Seeker who has not written a Clue after 90 seconds must put down a blank card. *The 90 seconds are not a strict time-limit. When time has run out, you should give the players a few seconds to write, if necessary.*

### Be Careful!

If you write the Master Word on a **Clue Card**, the Guide will interrupt the game and everyone loses! In order to win, the Master Word must be written on a **Solution Card** (explained later).

### A good Clue...

Uses the 'funnel' technique. This narrows the scope of what you are looking for before you try to guess the Master Word. For example, with 'Animal' as the original hint, 'Mammal' or 'Fur' are good starting Clues.



### THREE-PLAYER GAME

**In a game with 2 Seekers (3 players, including the Guide), each Seeker places two cards per Round (Clues and/or Solutions).**

### 2. Guide Phase

**If the Master Word is not written on a Clue Card...** The Guide reads each card and, if necessary, asks the Seekers for clarification. For example, "What do you mean by 'old'?" or "Does 'twice' mean the event happens at least twice, or exactly twice?"

- The Guide then mentally evaluates how many Clues are 'on the right track' to help the Seekers find the Master Word.
- The Guide then places, at the end of the row of cards, as many Tokens as there are Clues they deem 'good,' without indicating which they refer to. All Tokens must be placed at once, and not one at a time.

### New Round

Begin a new Round immediately, following the same steps, by re-starting the 90-second timer.

Place the new Clue Cards in a row below those from the previous Round. Because the Seekers know how many Clues in the previous Round were correct, they can now use this information to discuss, draw some conclusions, and refine their search.

**Remember:** You only have 7 Rounds to find the Master Word.

### Propose Solutions and Win!

From the second Round onward, if a Seeker believes they have found the Master Word, they may write it on one of the **3 Solution Cards** (with the red outline) rather than writing a Clue. This card is then placed in the row with the other cards from the Round. Only 3 Solutions may be proposed during the game, which is why there are only 3 Solution Cards. Use them wisely!

As soon as a Seeker places a **Solution Card** with the Master Word written on it, the Guide **immediately** reveals the Master Word Card. **The players win!**

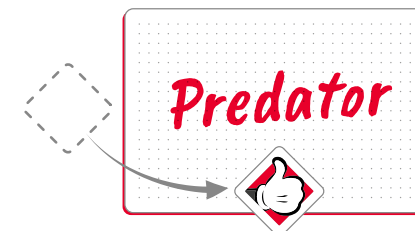
If a Solution Card does not show the Master Word, play continues as usual, and the Guide must treat the incorrect Solution Card as a normal Clue.

**Reminder:** If the Master Word is written on a Clue Card, everyone loses!

### Joker

At any time during the game, the Guide can select a Token they've placed at the end of a row for **any** Round (including the current Round) and place it directly **ON** the card it refers to. This provides the Seekers with additional information (like in the Predator example on the following page).

**This can only be done once per game.**



**Reminder:** A Solution Card containing anything other than the Master Word is treated as a normal Clue Card.

