

2-8 players

Manticore

What is 20% horse and 80% carrot?

Set Up

You will need 9 cards, a D10, 12 counter tokens and 1 marker token. Start with 4 tokens. Shuffle. Flip the top card. Pick a first clue giver.

Gameplay

The cards on the table will form a chain. The current player picks one of the two words at either end and puts the marker on it. They then flip another card and set it next to the marked word, alternating colors.



The cluer then secretly rolls a percent with their D10 (in the game box). Their goal is to clue an amalgam of the two words marked with the token to get their team to guess what percent was rolled.

40% marble
60% dinosaur
clue: fossil



The die is black; the number on the die is the percent of the black word you want to clue. If you roll 00, "shoot the moon": clue a mix of the opposites of both words; answers are never off by 10% for this roll: they must guess exactly.

Set a 90 second timer while the cluer thinks of a clue. The clue must refer to an existing, well-known object or concept. It can be a single word, proper or compound noun, or well-known phrase as long as it doesn't include either of the words. When time's up the cluer may lose 1 token to redraw and start over.

Next, the team debates; when you reach consensus, make a guess. If your guess is:

- **Correct on the first try:** gain 2 tokens
- **Off by 10%:** make a second guess, if you're correct this time gain 1 token, otherwise nothing happens
- **Totally wrong:** lose 1 token immediately. The cluer then gives another clue. This time, if your second guess is not correct, lose a 2nd token.

The cluer role passes clockwise. If you finish the deck before running out of tokens, you win!