



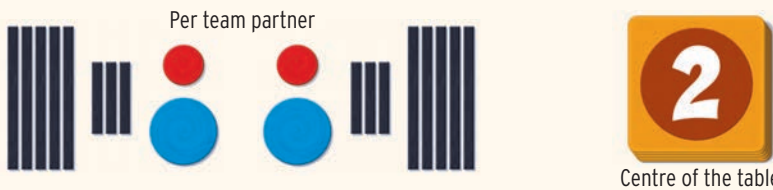
## Game concept

In each round, **two** players (sitting next to each other) form a **team**. The team has the task of placing the wooden pieces on the table so that the other players are able to guess the word they are trying to depict. **The special feature is that** the two team partners are **not allowed to confer** and must **each** put one wooden piece down alternately.

## Preparing the game

The cards are shuffled and placed in the middle of the table, face down. Two people sitting next to each other form the first team. Each of the two team partners is given **half of the wooden material** and places it in front of them: 5 long rods, 3 short rods, 1 blue disc, 1 red disc.

**Note:** If you are playing on a very dark or even black table, we recommend placing a tablecloth underneath or using a lighter base.



Tim and Sarah are sitting immediately next to each other and form the first team. They are each given half of the wooden pieces.

## Playing the game (4-8 persons)

The team partner sitting on the right draws the topmost card from the pile and looks at it with his team partner. The number that is **now** visible on the top of the face-down deck of cards defines the word that the team needs to explain. **Note:** The other players must not under any circumstances see the terms written on the card.

Tim and Sarah pick up the topmost card from the pile. The number now visible on the top of the deck of cards defines the word that they need to explain. They must explain word number 6: Cat.



The team partner sitting on the right begins and places **one** piece of wood of their choice on the table. Now it's the other team partner's turn, and they must also add **one** piece of wood of their choice to what is already on the table. They then continue, each alternately placing one piece they choose of their remaining wooden pieces on the table.

Sarah begins and places a wooden rod on the table. Tim places the blue disc next to it.

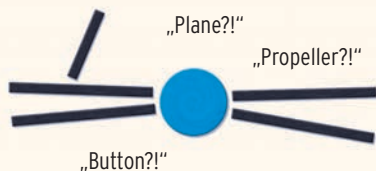


### Rules for positioning the wooden pieces:

The team partners must **not discuss** what they are doing, nor offer any further explanations about what pieces of wood they are putting down or why. The wooden pieces are always placed flat and next to each other on the table, and never upright. It is **not** permitted to place pieces of wood on top of each other. The wooden pieces cannot be repositioned during a later turn - once the piece is placed, that's it.

Each team partner may only ever position **their own** pieces of wood. If one of the pair has no idea what to put down next, they can simply place one of their pieces of wood to one side at the edge of the table. The pieces of wood should be put down fairly quickly and pauses in-between should not be too long. The entire process should not take more than around 1 minute in all.

The other players are allowed to call out their guesses at any time - as many times and as loudly as they like: there is no order of turns when guessing. The team partners must remain silent, and offer no more than hand gestures to indicate whether a suggestion is very close or completely wrong.



As soon as someone says the right answer (which is perfectly possible from the first piece of wood being put down), the round ends. This player and the two team members each receive one point. The points are either written down on a piece of paper or one card is awarded from the pile for each point (the players then collect cards in front of them).



Emma calls out the correct answer first: „Cat!“. Emma, Tim and Sarah each earn one point.

If the team has put all of their wooden pieces down and nobody has guessed the correct solution, the game is allowed to continue for a further 15 seconds or so. If the word is still not guessed, the round ends and nobody receives any points.

The next two players now become the next team - the player on the left of the old team and their neighbour on the left. The team therefore moves one seat to the left. The new team divides all of the wooden parts evenly between them as described and draws a new card from the pile. Once again, the number that is **now** visible on the top of the face-down deck of cards defines the word that needs to be explained.

The game continues like this in a clockwise direction. The rounds are played until every player has been a team member for the same number of times. Whoever has the most points at the end wins.

**Note:** To make the game last a little longer, simply swapping places after each round can change the make-up of the teams.

## Playing with three people

The rules remain completely the same. The only difference is how the points are awarded. If the word is guessed correctly, the person who guessed it gets the point, as normal. However out of the team partners, only one receives a point: the one who positioned the last piece of wood before the answer was guessed.

### Note:

Wat'n Dat can also be played with more than 8 persons. It will then simply take a little longer for each player to have their turn to put down pieces.

