

SIXES

Why Sixes? Play six rounds, write down six things that fit the category, or write just one thing that fits into six different categories.

Most points after six rounds (15 minutes of play time) is the winner.

In Match rounds, you are trying to match your Opponents' answers, and everyone is your opponent. In Unique rounds you search for answers uniquely yours. In Lightning rounds, you want six matches all in different categories.

Great for groups of folks who do not know each other!

Terrific for social get-togethers; family events; or game night fillers.

This game takes only 15 minutes per session but you will want to play it over and over again for hours!

Components

36 Match Cards • 36 Unique Cards • 36 Lightning Cards • Rules Pad of individual Player List sheets

ROUND ORDER

1. Create three stacks of cards (Match, Unique, Lightning), and draw only one card from each stack per Round:
 - a. Rounds 1 and 4: Match
 - b. Rounds 2 and 5: Unique
 - c. Rounds 3 and 6: Lightning-Match
2. Read out loud what is written on the card and place the card in the center of the table
3. Start any convenient one-minute timer (a watch, a Smart phone, a Tablet, the kitchen clock, etc.)
4. Players write down 6 things on their List sheets
5. Compare lists by reading aloud one at a time
6. Score points

TIMER

All players have a minute to write down 6 things on their List sheet. When the timer runs out, players stop writing and proceed to comparing lists and scoring. Empty lines do not score points.

SCORING

Match: Every player scores one point for an item that matches an item on at least one other opponent's sheet.

Pick a starting player each round. This player reads all the items on her list out loud. Every player including the starting player that has the same item scores one point for a match. The next player reads all the items that have not scored on his sheet. Once again, everyone circles any items which are the same. Keep going around until everyone has read their list to the group.

A player that has matched all 6 items on her list receives one extra bonus point. The maximum number of points available per round is 7, which, for consistency with the game name, we will call a crooked 6.

Unique: Score a point for any item that no other player has written.

The starting player reads all the items on his list. Every player with the same items crosses them off his sheet. The next player reads all the items that have not been crossed off. Once again, everyone crosses out any of the "same" items. Keep going until everyone has read their list to the group.

Each player scores one point for every item that has not been crossed out.

A player that scores all 6 items receives a bonus point, thus earning 7 (crooked 6) points this round.

Lightning-Match: Scoring is identical to Match. The only difference is that players must write down only one item for each of the 6 individual categories listed on the Lightning-Match card (a total of 6 words).

Once again, a player can earn 7 (even though you know what we mean) points on this round.

Disallowed and Close Enough

If a player writes something down that the majority of the group thinks is an inappropriate list item, the item does not count for scoring. For example, if the list is about "American Cars," and someone writes "Blue," the group majority may decide that this is not in the spirit of the list and ask that player to cross "Blue" out.

Your group should decide ahead of time to whether you are playing the Unique and Matches in the spirit of "close enough" (similar) OR "must be identical" (same). For example, if the Unique list is "American Cars," and one player writes "Ford Mustang GT" and the other person writes "1978 Mustang, 8-cylinders," the group majority could say that these are similar items and ask both players to cross them off their respective lists.

A player cannot use the words or phrases on the card in his list.

GAME END

The game ends after 6 rounds. All players add up their scores on their Player List Sheets. The player with the highest score is the winner!

Enjoy!

