

EINSTEIN EATS EGGS

Can you find the **ALLITERATION** in time?

RULES

Alliteration

Definition: the repetition of the same letter or sound at the beginning of several words that are close together.

AIM OF THE GAME:

Be the first team to finish the board by guessing the alliterative phrases that your team mates describe.

BOX CONTENTS:

400 Cards (1,200 phrases)

1 x Timer (90 seconds)

6 x Counters

1 x Board

Players: 4+

SETTING UP:

1. Players divide into teams of two or more.
2. The bigger the team the better: 2x teams of four is better than 4x teams of two.
3. Unfold the board and select a piece. Place on the Start square.
4. Each team chooses a describer, the rest are guessers. You'll need a new describer for every go. All players must take their turn at being describers.
5. All teams have their first round on the 'Start' square.
6. The team with the youngest member starts.

PLAYING THE GAME:

1. Play begins when the timer is flipped.
2. On each square of the board is a picture of an egg.
3. The describer takes a card and describes the phrase next to the egg matching the square (so if you're on a fried egg, you describe the phrase next to the fried egg).
4. When a guesser shouts the correct answer, the describer picks another card and repeats the process.
5. Your piece stays on the same square for your entire turn – so you describe the phrase next to the same type of egg.
6. Guessers must shout out as many phrases as they can before the time's up (answers must be exactly right to win the point).
7. If the describer breaks a rule while describing a phrase (see rules below), they can't score a point for that phrase, and have to move onto a new phrase instead.

MOVING FORWARD:

1. Once the timer is up, move your piece forward one square for every phrase guessed.
2. Next, take all the cards you guessed correctly and turn them over.
3. Each card will have either 'Einstein', 'Eats' or 'Eggs' written on the back.
4. Put them in order so they spell out 'Einstein Eats Eggs'. For every time you can spell out the complete phrase, move forward an extra square.
5. Then it's the end of your turn. Place the cards you've used to spell out 'Einstein Eats Eggs' at the back of the pack.
6. However, keep aside any cards you haven't used to spell out the phrase (for example, you might have two unused 'Eats' cards). You can use these on subsequent turns.

TO WIN:

1. When a team reaches the Finish square, the describer on that team communicates a phrase to *everybody* in the game.
2. To win, the describer's team must be the first to guess correctly. If unsuccessful, they must wait until their next turn to try again.
3. The first player who says the correct phrase in one go gets the point for their team.
4. To win, you must start your turn on the Finish square.

WHEN DESCRIBING YOU CAN:

- Skip a phrase – but only once each turn.
- Act, gesticulate, mime. But no mouthing of words!
- Use the non-alliterative words in the phrase. Example: if the phrase is 'the man's mouth was massive', the describer can say 'the' and 'was'.
- Let team mates know when they have guessed a word correctly! It'll help them guess the rest of the phrase.

WHEN DESCRIBING YOU CANNOT:

- Say what letter the word starts with OR how many letters the word has.
- Use any of the alliterative words in the phrase, or any of their derivatives. Example: you can't describe 'music' by using the word 'musician' or describe 'run' by talking about 'runners'.
- Use 'rhymes with' or 'sounds like' clues.
- Describers aged 12 or under can say what letter the phrase starts with and use 'rhymes with' clues (the rhyming word must be a real word though, not made up).