



2-10+
PLAYERS



30
MINUTES



AGES 8+

Draw cards, pick your category, arrange a pattern, and see who can guess it first! Be warned, this motley collection of cards may leave you itching for more clues.

Motley is a portable party game of creating clever clues. Gameplay can be competitive or cooperative, but is always fast and fun!

SETUP

Shuffle the Clue deck.

The player who is the worst at storytelling is the first clue giver and draws 5 cards.

GAMEPLAY

1. The clue giver looks at the cards in their hand. They choose one category and decide on a specific word in that category.
2. The clue giver organizes the cards in their hand to give a visual clue for their chosen word.
 - They must use at least 3 of the 5 cards for their clue.
 - They can set the cards on the table or hold the cards in hand.
 - The cards may be touching, overlapping, or neither of the two. Empty space between the cards may be part of the clue.

3. As soon as they are ready, they will announce their category then one description of their clue. This could be what side is the top or bottom, if it's being viewed from above, or something else. Other players will try to guess what their word is.
4. The player who guesses the word is awarded the card with that category on it.
5. The clue giver takes the remaining 4 cards and passes them clockwise.
6. The new clue giver draws 1 card for a total of 5 cards and the next round begins.

GAME END

The game ends if there are ever fewer than 5 cards left or if all players have given clues 3 times.

The player with the most cards at the end of the game wins!

CLUE EXAMPLE

Use parts of different cards to make shapes that hint towards the subject. This category is Mythical Creatures. What could the subject be?

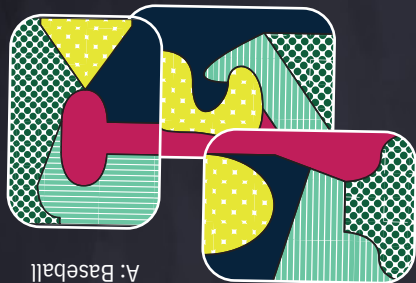
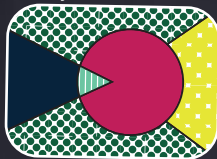


A: Loch Ness
Monster

CLUE EXAMPLE #2

You can use the space between cards, too!

This category is Sports.
What could the subject be?



A: Baseball

HINTS

If no one has guessed the word that the clue giver is trying to convey, the clue giver can give one hint if all players agree.

They can give the following hints:

- Look at the... (color, shape, pattern, negative space, etc.)
- The relative size of the object (would it fit in a breadbox?)

COOPERATIVE AND TWO PLAYER RULES

The cooperative game plays similarly to the competitive game except for the following changes:

- Return 9 cards to the box before starting the game.
- Only 3 guesses per clue are allowed.
- If there's no success after 3 guesses, discard the Subject card.

- The game ends when there are 4 cards left.
- Players score based on how many cards are in the discard pile.

Discarded Cards	Outcome
0-1	Great job! Your team is on the same wavelength!
2-4	Pretty good! Your clues hit more than they miss.
5-8	Good start! You have some room for improvement, but you're getting there.
9+	Your clues are a little more than motley.

SPECIALTY RULES

Sometimes players need more rules for reasons. If this is the case for your group, here are two rules you might need:

- Instead of having all the players say their guesses simultaneously, each player gets one guess at the subject, then the next player clockwise can make one guess. If any player doesn't say a guess after 20 seconds, their turn to guess is passed to the next player.
- Instead of choosing from all the cards for a category, flip over a card from the deck and that is the card that the category is chosen from. This card stays to the side and then goes to the player that guessed the clue.

Use one or both of these if it increases the fun of the game for your group. There's no need to mention that these rules are optional when teaching.