

SUBTEXT

4-8 PLAYERS 20-40 MIN AGES 10+

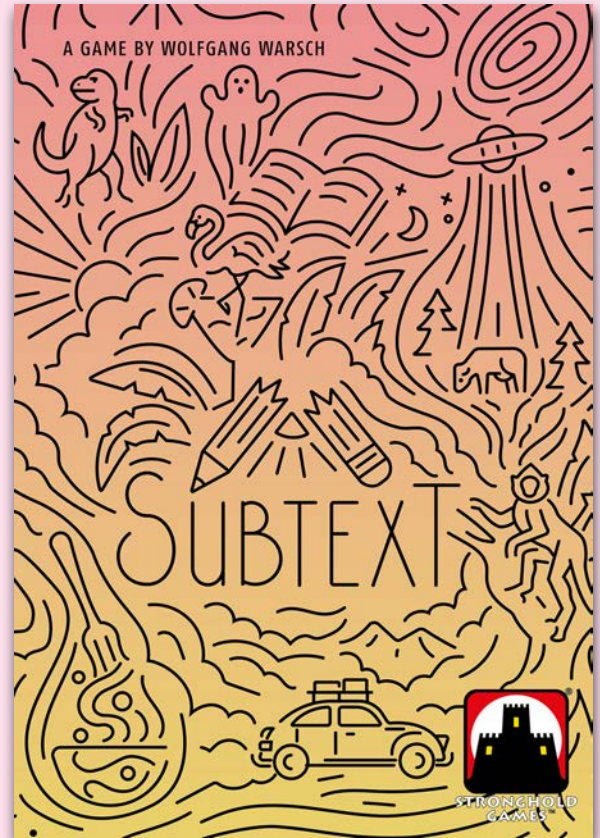
10.8" x 7.5" x 2.6" (6 per case)

Subtext has players trying to communicate with one another by drawing hints about the word on their card. Drawing well is not required – in fact, it's a bad idea! - but rather just be clever in selecting your hints.

Each round, one person is the dealer. This player looks at their word, then shuffles the card into the cards for the other players and distributes them randomly. By doing this, one player will have the same word as the dealer, but nobody – not even the dealer – knows who it is. The dealer then draws a picture, and you want to hint at your word so that ideally only the person who has the same word will understand what you're depicting. In the

subsequent guessing phase, all players (including the dealer) guess which player got the same word as the dealer. Points are awarded based on the number of incorrect guesses, but the dealer and their partner have to guess correctly to even get points.

How vague do you want to be in your drawing efforts to still get your message across without anyone else knowing it? Make sure your drawing has the right **Subtext!**



CONTENTS

- 1 Game Board
- 120 Cards
- 1 Block of Paper
- 8 Pencils
- 8 Player Figures
- 8 Standees
- 8 Point Tokens
- 56 Guessing Tokens
- 1 Rulebook

**Designed by the red hot designer
Wolfgang Warsch!**

*(The Mind, The Quacks of Quedlinburg,
& Ganz Schon Clever)*

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