

THINGS ON STRINGS

2-8
15'
8+

Place things on strings and deduce the secret rules!

COMPONENTS

- A** 10 Strings (5 red, 5 green)
- B** 6 String Labels (2 Attribute, 2 Word, 2 Context)
- C** 240 Thing Cards
- D** 5 Miss Tokens
- E** 1 "The Knower Knows!" Guide
- F** 6 Rule Boards
- G** 1 Dry Erase Marker

CREDITS

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SETUP

- 1 Choose 1 player to be the Knower. All other players are the Finders.
 - 2 Give the Knower the box lid, rule boards, marker, strings, "The Knower Knows!" guide, & 5 miss tokens.
 - 3 Place the box lid on its side to create a screen. Place the rule boards in the box lid.
 - 4 Shuffle the string labels. Randomly remove 1 and return it to the box. The rest are placed in a pile.
- For your first game, we recommend removing 1 context label.*



- 5 Draw the top string label from the pile and place it faceup with a green string in the and a red string in the .
- 6 Shuffle the thing cards and place 4 below the faceup string label.
- 7 Deal 1 thing card to each Finder.

OVERVIEW

The Knower is a neutral entity who makes a secret set of rules. The Finders are cooperatively attempting to deduce these rules by placing thing cards in the correct locations. More and more rules are added to the game as the Finders find out what only the Knower knows. Work together to create a fluid flow chart before making too many incorrect guesses!

THE CATEGORIES

There are 3 types of string label:

WORD

Rules based on the thing's spelling or letters.

ATTRIBUTE

Rules that have to do with the thing's physical characteristics.

CONTEXT

Rules related to the thing's common usage, surroundings, creation, etc.

THE KNOWER

The Knower creates a rule based on the faceup string label. The rule must divide the 4 randomly drawn things into 2 groups of 2: a pair that follows the rule, and a pair that does not. The things under the green string must follow the rule. The things under the red string must not.

The Knower secretly notes their rule on a matching rule board. For additional advice and inspiration consult "The Knower Knows!" guide.





THE FINDERS

Each Finder reveals their thing card. One at a time, in any order, the group discusses and agrees which string to place it below.

THE FLOW

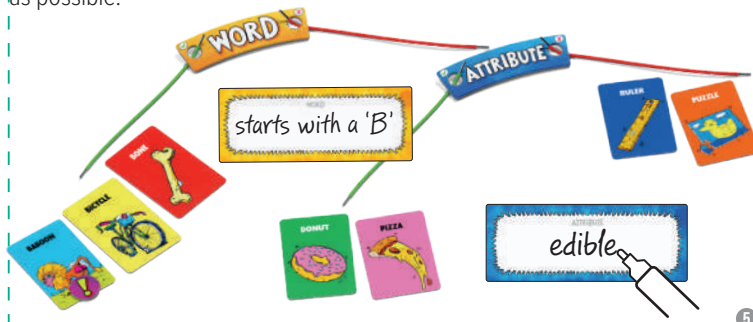
After each thing is placed, the Knower checks if the thing was placed below the correct string.

If placed correctly, Finders rejoice, and any other Finder still holding a card takes their turn.

If placed incorrectly, the Knower moves that thing to the correct location and places a **miss token** on it. Another Finder then takes their turn. Once all Finders have played a card, they each draw 1 new thing.

THE SPLIT

If there are ever 4 things without miss tokens under the same string, the Knower draws the next string label and places it above these things. Place red & green strings connecting to the new label. The Knower now makes a new rule that splits these things into 2 equal groups. If there is an uneven number of things, split them as evenly as possible.



Example: The Finders correctly placed ruler & puzzle below the red string! A new label is drawn and placed at the end of the string. Donut, pizza, ruler, & puzzle need to be split into 2 groups by the new rule. The new label is an attribute, so the new rule could be “edible”. Donut & pizza follow the rule and are placed below the green string. Ruler & puzzle do not follow the rule and go below the red string.



As more splits are made, newly placed things **must follow all rules above them**. Start at the top of the flow chart and work your way down.

GAME END

If the Finders get a 5th miss token, the game ends and the flow chart collapses.

If the Knower attempts to make a 6th split, but there are no more string labels, the Finders win!

