

# Idiom Savant™

## *A Game of Double Entendres*

### Individual Play Instructions

#### RULES FOR 3-6 PEOPLE

Each player gets an Idiom Savant Game Sheet with the scoring pyramid. Each person rotates as the card reader as the other players try to guess the Idiom before the 90 second timer runs out.

The card reader picks the next card. The Idiom is shown at the bottom of the card. The card reader starts the timer and reads the hardest clue (Top clue marked as Idiom Savant). Participants call out their guesses until someone gets the correct Idiom (NOTE: There may be slight variations of an Idiom that will be acceptable. It is up to the Card Reader to determine if close is close enough).

If no one can solve on the top clue, the card reader moves to the Idiom Genius clue and then to the Idiom Smart clue. Remember, the group only has 90 seconds to solve so don't stay on one clue for too long. ALSO, the card reader can repeat prior clues at any time. (NOTE: The first two clues are typically literal meanings of the Idiom while the Idiom Smart clue is the actual practical meaning)

The person who guesses the Idiom first, checks off the proper number of boxes based on the clue in which they guessed the Idiom.

- 3 checks for first clue (Top Clue marked as Idiom Savant),
- 2 checks for second clue (Middle Clue marked as Idiom Genius)
- 1 check for third clue (Bottom Clue marked as Idiom Smart)

The card reader also gets to check off the same number of boxes as the player guessing the Idiom. The better the card reader, the more boxes they get.

The first person to work their way up the pyramid and check off all boxes OR the person with the most boxes checked at the end of some predetermined game time duration wins.

There are four levels of card difficulty decks. The starter set comes with the *Piece of Cake* deck. *Give Me A Break*, *Holy Smoke* and *All Hell Broke Loose* decks can be ordered as you hone your skills.