

HOBBY  
WORLD

# THINK IT UP!

GAME RULES



*Be the first to name the right word beginning with the given letter and related to the indicated theme. If you can think up the word faster, the victory is yours!*

## COMPONENTS

60 Theme cards  
52 Letter cards  
This Rulebook



## GAME SETUP

Shuffle the Theme deck and the Letter deck separately, then place them next to each other in the middle of the table, face down. Both decks should be clearly visible to all players. Randomly choose the starting player.

You may need a 1 minute timer for the game. The timer can be found in almost all modern mobile devices.

## GAME PROCESS

The active player reveals the top Theme card, reads its text aloud and places it beside the Theme deck, face up. Then the player reveals the top Letter card and places it beside the Letter deck so that all players could see it clearly.

*The player doesn't have to pronounce the letter. He should reveal a Letter card facing outwards, so that every player would see it simultaneously and no one would have an advantage.*

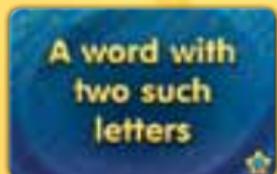
Now the competition begins: who is the first to name the right word that matches the revealed theme and begins with the revealed letter? The fastest player takes the revealed Theme card and places it in front of himself, face down. At the end of the game each Theme card scores 1 victory point (Exception: The card "Who'll give more?", see Page 5).

After that the revealed Letter card is discarded into the separate Letter discard pile and the player who's got the Theme card starts the new turn.

**The right word** is a word (must be a noun) or a word group that begins with the revealed letter and matches the revealed theme.

**Object** (the word that can be frequently seen in the Theme cards) is a thing produced by human labor. For example, a piece of paper, an automobile, a telephone box or a skyscraper. All these things are objects, but puddle, garbage, golden nugget or meteorite are not.

Theme deck



Revealed Theme card

Letter deck



Revealed Letter card



Theme discard pile



Letter discard pile

### EXAMPLE

Basil reveals the Theme card "Plant" and letter "C". The right words would be "Cactus", "Camellia" or "Conifer". Lisa thinks faster than the others; she says "Cucumber!" and takes the card "Plant" as her victory point. The card "C" is discarded. Lisa is the next one to reveal the cards.



**What happens if several players name the right word simultaneously?** All other players choose the winner by vote.

**What if no one can name the right word?** In rare case when no player can find the right word, the Letter card is discarded but the Theme card stays in place. The current player reveals the next Theme card, reads it aloud and places it atop the previous Theme card (only the new Theme card is considered to be revealed). Then the player reveals the next Letter card. The player who says the right word first takes all Theme cards in play including the cards underneath the revealed card.

## WHO'LL BE THE LAST?

When a player reveals the Theme card “Who’ll be the last?”, the game turn proceeds differently.

The player reveals the next Theme card, reads it aloud and places it atop the card “Who’ll be the last?”. Then the player reveals the top Letter card.

Now the competition begins. The player who is the first to name the right word counts from one to five ve-e-ry slowly and quietly (but still aloud), “One... Two... Three... Four... Five!” If no one names another right word, the player takes the revealed Theme card as well as the card “Who’ll be the last?”; each of these cards will score 1 victory point at the end of the game.

If any player thinks fast enough to name another right word, he is the next one to count from one to five — and so on until someone takes the cards.

## WHO'LL MAKE IT LONGER? AND WHO'LL MAKE IT SHORTER?

A turn proceeds with the same rules as for the card “Who’ll be the last?” with the only exception: each next right word or word group must be longer (the card “Who’ll make it longer?”) or shorter (the card “Who’ll make it shorter?”) than the previous one.

## EXAMPLE OF TURN

*Lisa reveals the card “Who’ll make it shorter?”. She immediately reveals the next Theme card: it’s the “Country”. Then she reveals the Letter card “G”.*

*Alex finds the right word first: “Greenland”. This word has 9 letters. Alex starts to count and then Lisa says “Germany”. This word is 2 letter shorter than the previous one. But it’s not the end because Lisa barely starts counting when Alex says “Greece”, a 6-letter word! Then Andrew recalls Ghana. No player can remember any country with 4 letters or less, so Andrew takes the card “Country” and the card “Who’ll make it shorter?”. They’ll score 2 victory points at the end of the game.*



## WHO'LL GIVE MORE?

When a player reveals the Theme card “Who’ll give more?”, the game turn proceeds differently.

The player reveals the next Theme card, reads it aloud and places it atop the card “Who’ll give more?”.

Now this player can bid for the revealed card. For example, he says “Three”. It means that the player commits himself to recall 3 right words in 1 minute. All these words must match the revealed theme and start with the letter that is unknown yet. The next player in clockwise order may overbid the offered number. For example he says “Five”, therefore agreeing to recall 5 right words. If any player doesn’t want to overbid, he just says “Pass”. The bidding lasts until only one player with the highest bid remains.

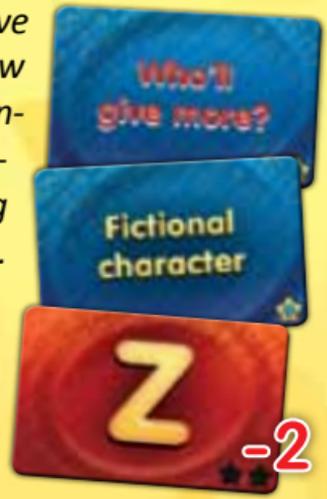
Players run a 1 minute timer. If there is no timer, one of the players counts from one to sixty slo-o-owly and quietly (but still aloud).

The player with the highest bid reveals the top Letter card. He (and only he) should recall as many right words as his bid number. If the player managed to do it, he takes the revealed Theme card (1 victory point) as well as the card “Who’ll give more?” (2 victory points). If the player fails he takes the revealed Letter card (-2 victory points); then he discards the Theme card and the card “Who’ll give more?” in the Theme discard pile. In any case this player starts the new turn.

## EXAMPLE OF A TURN

Andrew reveals the card "Who'll give more?". He immediately reveals new Theme card: it's "Fictional character". Andrew bids "5", it means he commits himself to recall 5 fictional characters starting with unrevealed (so far) letter in 1 minute. Lisa is the next player in clockwise order. She bids "6". The next one is Basil. He decides to pass. However, Alex bids "8". The others pass and leave the auction.

So Alex agreed to recall 8 fictional characters in 1 minute. He reveals the Letter card: it's "Z"! Alex tries desperately to recall, "Zorro... Ziggy Stardust... mmm...Zeus?" He can't recall any more names no matter how hard he tries. One minute passed and Alex fails. He takes the card "Z". That means he'll lose 2 victory points at the end of the game.



**What happens if a player reveals the card "Who'll be the last?" and/or the card "Who'll give more?" two times in succession?**

Only the topmost card has an effect. The player who wins this turn takes all revealed Theme cards as his victory points.

## GAME END

The game ends after the turn when the players reveal the last Letter card. The players score victory points (VP) as follows:

- +1 VP for each Theme card as well as for the card "Who'll be the last?", the card "Who'll make it longer?" and the card "Who'll make it shorter?"
- +2 VP for each card "Who'll give more?"
- -2 VP for each Letter card (players get these cards only if they fail to win at "Who'll give more?")

To make calculations easier the number of victory points is indicated in the lower right corner each card. The player with the most victory points is the winner.



## LONGER GAME

In you want to enjoy Think It Up! longer, play one game after another until one player wins a certain number of games (for example, 3 games). In rare cases you can meet some theme and letter combinations that you have already met in previous games. Plan in advance what to do in such cases: you can shuffle the revealed Letter card back into the Letter deck or you can forbid using the previously said right words.

## AUTHOR'S ADVISE

Think It Up! is a game for a jolly company. Don't play too seriously, don't rush for the victory points. Let your friends enjoy the game and they will let you do the same in return :)

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Special thanks to Ilya Karpinsky.

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