

Dictionary Play and Rules

- 1 The object of this competitive game is to fool the other players into believing the false definitions that you make up so that you can score points.
- 2 One player starts the game. We'll call that player *No. 1*. That player chooses a word from the dictionary that he/she thinks nobody will know.
- 3 If anybody knows or suspects the meaning of the chosen word, that player must speak up and say what he/she thinks it might mean, and if that is correct, then that word must be discarded and another word chosen.
- 4 Once a word has been chosen, everybody fills out a 3x5 card with a fake definition that they hope will fool others into thinking it is the real definition. You're NOT to write what you think is the real definition. If you had an idea about that, you should have already said so in order that the word would be discarded.
- 5 *No. 1* writes the real definition on a 3x5 card. It's okay to rephrase it so that it doesn't sound like it came from the dictionary, but be careful not to take liberties.
- 6 Everyone must write on the card in the same direction. We write in landscape mode, which means to have the long side of the card going left to right. All cards must be either lined or unlined, so that they are all the same.
- 7 All the cards are then passed to *No. 1*. That player shuffles the cards and then reads off all the definitions, pausing between them so that the players can start thinking. Then that player reads the definitions a second time.
- 8 If there are two or more definitions that are similar, then this round is thrown out. The reason for this is that one or more players knew or suspected the real definition and didn't say so at the beginning, which is required.
- 9 a Now we go around the circle, starting with the player to the immediate right of *No. 1*, and each player in turn says which definition he/she thinks is the real definition. End with the player to the immediate left of *No. 1*.
- 9 b An alternative is to have *No. 1* call for votes for each card.
- 10 You can NOT vote for your own definition. That would be cheating. Remember, this isn't a vocabulary test to see if you know the meaning of the chosen word. And even if it were, it wouldn't be a two-step process of writing what you think it is and then voting for your own answer. It would be a one-step process where you would just guess the answer.
- 11 Now points are scored.
 - If you guess the real definition, you get 1 point.
 - You get 1 point for each player who guesses your fake definition.
 - If nobody guesses the real definition, *No. 1* gets 2 points.
- 12 Go around the circle, starting with the player to the immediate right of *No. 1* and each player tells the scorekeeper how many points they got on this round. The scorekeeper records all the points. The scorekeeper keeps a running total.
- 13 Now pass the dictionary to the player to the immediate right of *No. 1*, whom we will call *No. 2*, and do another round with *No. 2* holding the dictionary.
- 14 Continue with new rounds, giving the dictionary each time to the next player on the right, until everyone has had the dictionary and you're back at the start.
- 15 Now the game is over. The winner is the player with the highest score.