

GLYPHICS

CONTENTS

40 Pieces

150 Cards

(125 Standard & 25 Easy Peasy)

OBJECTIVE

Earn points by creating and guessing Glyphics — pictures that represent objects or actions!

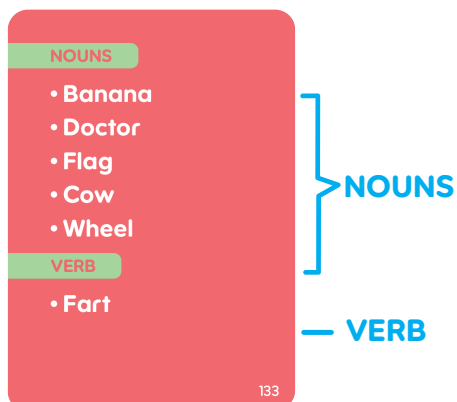
ABOUT THE CARDS

- Each card contains 6 prompts.
- Standard cards include 4 nouns, 1 verb, and 1 phrase.
- Easy Peasy cards include 5 nouns and 1 verb.

STANDARD



EASY PEASY



SETUP

Spread the game pieces on the table or play area. Each player can individually choose whether to use a Standard card or an Easy Peasy card. Everyone draws a card and looks at the prompts, keeping the card hidden from the other players. This is the only card you will use throughout the game.

HOW TO PLAY

Choose a player to go first as the **builder**, everyone else will be the **guessers**. The builder picks a prompt from their card and announces whether it's a *noun*, *verb*, or *phrase*. When ready, start the 60-second timer. The builder then uses the pieces to quickly create a Glyphic representing the prompt. The turn ends when the prompt is guessed, or time runs out. Play continues clockwise, with each player taking a turn as the builder, completing Round 1.

After 5 rounds, the game ends. Since there are 6 prompts on each card, each player will skip one prompt during the game. Players can build the prompts from their card in any order they choose. If a prompt isn't guessed correctly within the time limit, players can attempt the same word in a later round.

BUILDER GUIDELINES

DOS

- Build prompts from the card in any order.
- Move pieces to create animated actions.
- Indicate that a guesser is on the right track by nodding or pointing.
- Change the prompt being created mid-turn.
- Revisit a prompt from an earlier round if it wasn't guessed the first time.

DON'TS

- Talk or make sounds that hint at the prompt.
- Act out the prompt with your body (this isn't charades).
- Use the pieces to spell out the prompt.

SCORING AND END OF GAME

Keep track of scores using a piece of scrap paper or a phone. After 5 rounds, the player with the most points wins.

BUILDER AND GUESSER SCORES:

1 point when a *noun* or *verb* is guessed correctly.

2 points when a *phrase* is guessed correctly.

In the event of a tie, the tied players participate in a “sudden death” overtime. A player not involved in the tie creates a Glyphic of a prompt they skipped. There is no time limit, and the first player to guess correctly wins. If all players tie, plan a group trip to Egypt — the first to discover a new hieroglyphic wins!

[NOTE: Any form of a verb (run, running, ran) or noun (shoe, shoes) counts as a correct guess.]

OTHER WAYS TO PLAY

MYSTERY: To increase the difficulty, builders do not reveal whether the word is a *noun*, *verb*, or *phrase*.

TIMELESS: Play without a timer. Build until someone guesses the Glyphic.

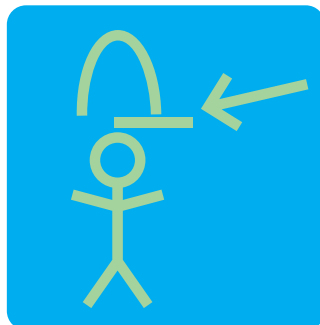
SLOW MOTION: Clue givers lose 1 point if no one guesses the prompt before time runs out.

6 FOR 6: Instead of skipping a prompt, players build all 6 prompts. The game will last 6 rounds instead of 5 rounds.

TEAM UP: Teams must share the pieces. Two builders, one from each team, view the card and agree on a prompt. Teams race against both the timer and each other.

TIPS

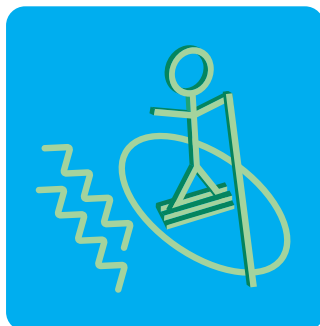
ARROW: The arrow piece indicates direction or movement, guiding guessers to focus on a specific part of the Glyphic. For example, the arrow can point to the “brim” of a hat in a Glyphic.



ACTION: To show “throw” or “catch,” use your finger to move an object between the two stick figures, as shown in the example on the right.



STAND: The stand allows you to build 3D Glyphics. For example, placing a rectangle in the stand could represent a door, mirror, building, or many other objects. In the example on the right, the stick figure in the stand shows they are on a paddleboard.



CONTEXT: In the example, two squiggly lines represent water, making it easier to guess “paddleboard.”

WATCH HOW TO PLAY



**“KEEP AN EYE OUT FOR
MORE WAYS TO PLAY!”**



8+



3+



20+ Min.

GLYPHICS

A GAME BY
ERIC OLSEN

TheOpGames.com 



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WARNING: Choking Hazard - Small parts. Not intended for children under 36 months.

8+ 3+ 20+ Min.

GLYPHICS®

A GAME BY ERIC OLSEN

THE **G**AME WHERE **I**MAGINATION TAKES **S**HAP**E**

RULES