

# Players' leaflets for Monikers

Don't print this - the leaflet starts on next page

It isn't always convenient to pass rules to and fro.

Players often want to consult the rules, and to see ahead what their choices may be, or what restrictions apply to them ~ and waiting for Floppsy to finish can be a fag!

So, from the leaflet, each player gets ...

- a guide to getting started
- types of turn described
- a guide to how rounds work



## Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little rules leaflets here ►

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



Fun, popular games available from [FunGames4CasualPlayers](http://FunGames4CasualPlayers.com)

### [Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

### [Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

### [Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

### [Black Sonata](#) - and the Fair Youth

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

## Rounds and their rules

The game runs over three rounds. It goes through several turns within each round, and the deck of game cards will go around each team more than once within a round.

It proceeds turn by turn, until all cards in the game deck have been guessed and laid aside.

Most monikers will crop up as targets more than once in each round. Someone else may be its clue giver when it appears for the second, or the third (or fourth) time.

### Round one

Without giving any part of the moniker itself, clue givers can use any words, phrases, sounds, accents, actions or gestures. There is no limit to their options - except naming the moniker.

They can repeat clues that they heard prior players used, or expand or refine them.

For one of the examples, they can say it's a fictional character, and that the first of the two names is the same as the general who crossed the Alps with elephants. They can say he spent most of the film within a cage, and that the second part of his name sounds similar to the thing at you stand when giving an address to a bunch of students (using gestures, pretending to be leaning on it, perhaps).

The moniker's sounds and syllables can be targeted by clues - not just its meaning. It's merely what's printed there that guessers are seeking to identify - not a recognition or an understanding of it.

The moniker's description can be used, in part or in full - including the moniker's category.

If any part of the target name is spoken by the clue giver, they must be upright and honest, and skip the card. Clues can be repeated or reworded as many times as players wish.

*'The' and 'a' and the like are not banned, but shortenings or spellings are.*

### Round two

By now, of course, all players will have heard and observed all the monikers, as they were being guessed during round one.

In this round, clue givers give nothing more than a single word as their clue. Like "Cannibal" - "caged" - "Hopkins".

They can say that word until they are blue in the face, but they may say no others, and must make no signs, gestures, sounds or noises. They can skip as many & fast as they wish.

Some recollection of what's gone before will help ... though Monikers is not a memory game.

### Round three

Monikers makes sure that nothing stands still, so round three is different again.

Here, with the usual 60 seconds per turn, clue givers must act, gesticulate, or make (reasonable) sound effects. But they may utter not a single word!

Charades is the name of the game now.



# Monikers

Leaflet from ...

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



## What's in a name?

### Monikers

Moniker is another word for 'name', or nickname - or even "it's known as".

That's what the game revolves around: monikers. Its cards (a moniker appears at the top of each one) are largely focused on names, but there also are loads of "this is what it's known as" monikers.

So - on every card there is something that the rules call a name (the moniker) - but a quite a few are not names at all, they may be single words or several, or even phrases.

## What kind of a game is it?

Monikers is absolutely not a knowledge game - it's **not** Articulate or Trivial Pursuit.

You may never have heard of the moniker (the target that's to be guessed). Perhaps you don't even know how to pronounce it. That does not matter.

Moniker's about trying to give clues that will help partners work out what the word(s) are on the card that the clue-giver has in hand.

It's important to let go of the idea that you do need to know the moniker means, or is. You don't ... you do not.

You have to provide information that allows it to be guessed.

## Teams and turns

Players within the teams take turns in giving clues.

There are three types of round in the game.

Each round differs in the way that clue-givers are able to give their clues.

So there are three very different ways that clue givers must try to assist their team-mates towards guessing the moniker that's on the card.



For the **first time ever** for newcomers, perhaps players could choose just one card each (*the least obscure they were dealt, maybe*), then run through a small number of "first round" turns to get the feel of it, and hopefully reduce some uncertainties.

## Getting started

Set up two balanced teams.

Deal each person 10 cards. Everyone chooses five.

Unchosen cards go back into the box, set aside for the rest of the game.

The chosen card deck may be best at around 40-50 cards ~ adjust as you choose.

The chosen cards are shuffled into a single game deck.

Decide to what extent **partial** correctness in guessing is allowed ~ or decide as you go along.

If there are challenges during play, it may be better leave them until the turn has finished.

## The cards

At the top of every card is the **moniker** - that which is to be guessed by the team.

One of these examples is a person's name, but the other is a "*what it's known as*" moniker.

In both cases, it's the moniker that's to be guessed - and about which clues are to be given.

The name, the word, or the words that appear at the top are the **target** that guessers are trying to hit - even if they haven't got the tiniest clue as to what those words mean.



The descriptions can be read aloud in full, and the moniker's category (at the bottom) can be stated ... and repeated without any limitations.



It is not the clue-giver's duty to be familiar with the moniker, nor to know who or what it is, even after they've read the description.

Someone in their team may know, but even if they don't, all is far from lost.

Very wide ranging clues can be given in round one.

There are more ways that can lead to the moniker's revelation than a mere description : that's just one type of clue.

To remain sane, it's probably useful to appreciate that the feeling of "I haven't got a clue what this is about" may be a bit hard to get to grips with when playing for the first time.

It's best to try to stay loose when playing Monikers.

## Turns

There are likely to be a lot of turns in each of the three rounds. There's no fixed number.

In each turn, a team's clue giver has 60 seconds (or whatever time you choose) in which to lead their team towards good guesses at as many of the cards' monikers as possible.

Teams take it in turns to have their turn, and the role of clue giver must pass from player to player within each team. Teams don't have to sit together, but they must know who's who.

Each turn lasts for an agreed time, so a timer's essential.

Cards are taken one at a time from the top of the face down game deck.

### After a correct guess

Cards guessed correctly are placed face up and spread out in front of the clue giver.

They will be gathered together to score the team's success when the round comes to an end.

### Incorrect guesses

Clue givers can tell their team when incorrectly guesses are made. But they may decide to keep the card going, providing more clues and allowing further guesses. It's their choice.

Or they can skip the card, even if incorrect guesses have been made.

### Skipping

The clue giver can skip a card - as many as they want, whenever and as fast as they want.

Skipped cards are placed face down in front of the clue giver.

At the end of their turn, they are shuffled back into the game deck, ready to be passed to the next clue giver.

## Scoring

In each round, when all cards have been guessed, teams gain the scores shown on cards they guessed. But some players simply give 1 point for each card.

## Reshuffling

### Turns

At the end of each turn, cards that were skipped by the clue giver are shuffled into the game deck, which is passed to the next clue giver: less cards that were correctly guessed.

### Rounds

When all the cards have been guessed and scored, all the cards are put back into the game deck and shuffled, ready for the next round.