

Can-Canagrams

Designed by Andrew Beardsley and Ellie Dix

2-8 players | 20-30 minutes | Age 10+

In each round you'll see two growing words. Both words are slowly revealed, as each leg kicks, one letter at a time. The words are anagrams of each other but only one is an actual word. Aim to be the first player to correctly identify the correct word. Guess early to have first punt at the word... or wait for more information to be sure of being right.

Components:

- 100 anagram cards
- 1 card holder
- 7 number tokens
- 8 pens and dry erase board

Set up:

- Place one fewer token than players in reach of all players. E.g. for a 5 player game, use tokens 1-4.
- Give each player a pen and a dry-erase board.
- Draw some cards at random (see the list below) and place them in a face-down deck next to the card holder.
 - 2, 3, 4, 6 players: 12 cards
 - 5 players: 10 cards
 - 7 players: 14 cards
 - 8 players: 8 cards
- The player who can do the best can-can becomes the first active player.

How to play:

On each round:

- The active player takes the top card and places it in the card holder without looking at it. The active player is responsible for the card holder and lifting the flaps to reveal words this round, but they will also play. It's very important that no player (including the active player) sees the card. Now lift the first flap and show the card holder to all players. The first two letters are revealed and the length of the word is shown by the black bar at the bottom.
- When each player is ready for the next letter to be revealed, they put their thumb up. When all but one player have their thumbs up, the active player flips up the next tab to reveal the next column of letters.
- Players are attempting to identify which of the two growing words is the actual word. Remember, the two words are anagrams of each other. So any letters that appear in one word will also appear in the other at some point. When you're ready to guess the correct word, write down the word on your dry erase board, put down your pen and afterwards take the lowest available number token.
- Keep playing - revealing a new column of letters each time all but one remaining players have their thumbs up - until all the tokens have been taken, or all but one letter of the words have been revealed.
- Reveal the full card. Starting with the player with the lowest number token, each player reveals the word they wrote down. The first player to have written the correct word, keeps the card.
- Start another round, with the next player clockwise becoming the active player.

End Game:

Keep playing until the deck of cards has run out. The player with the most cards wins.