

Things Might Get Ugly!

Designed by Ellie Dix

4-8 players | 20 minutes | Age 12+

One player lines everyone up from least to most... then the group has to work out which of three categories they were ranked against. Choose the gentle cards for laughs or the ugly cards for carnage!

Components:

- 108 category cards (54 gentle, 54 ugly)
- 3 secret letter cards (A, B and C)
- 1 board (or 3 marker cards)

Set up:

- Decide as a group whether to play with the gentle cards or the ugly cards (or mix of both). Shuffle your chosen deck(s) to form the category deck.
- Place the three position cards – A, B and C – in a row in the middle of the table.
- Shuffle the three secret letter cards and place them in a face-down pile.
- Choose a first Ranker. Play will pass clockwise.

How to play:

The game is played over 8 rounds. In each round, one player is the Ranker and everyone else is a Guesser. Each round works as follows.

1. Reveal the categories. Flip the top three cards of the category deck face up, placing one onto each position card – A, B and C. Everyone can see all three categories.

2. Draw a secret letter. The Ranker draws one of the three face-down letter cards and looks at it without showing anyone. This is the category they must secretly rank everyone against – the one at position A, B or C.

3. Build the line. The Ranker arranges all of the other players into a single line, from least to most for their secret category. For example, if the category is “Likely to be early”, they rank the other players in a line from ‘least likely to be late’ on the left to ‘most likely to be late’ on the right. They include themselves in the line too, placing themselves where they believe they belong. The Ranker must not say or hint at which category they used.

4. Guess together. Everyone except the Ranker now discusses the finished line and tries to agree which of the three categories - A, B or C - they were ranked against. This is cooperative: the Guessers must reach a single, shared answer.

5. Reveal and score. When the Guessers have committed to one category, the Ranker reveals their secret letter card. If the Guessers chose the correct category, the group puts the category card in their scoring pile. If they were wrong, discard the category card.

6. Clear and pass on. Discard the remaining category cards and return the secret letter card to the face-down pile, ready to be shuffled for the next round. The role of Ranker passes to the next player.

Game end:

The game ends after 8 rounds. Can you get a clean sweep? A perfect 8 points?