

QUICK RULES FOR PEOPLE WITH NO PATIENCE

Object: Be the first team to go completely around the board and solve the final Proverbial Wisdom Sketch Clue to win!

The team member elected to sketch proverbs, record words, and offer clues (all without talking!) is the Wisdom Master (WM). Everyone takes turns in this role.

1. Begin at the “Start” space by drawing a Sketch (S) card from the colored side (front) of the corresponding section of the deck.

If the WM can get teammates to correctly guess within one minute the proverb on the card by sketching it for them, advance the number of spaces as correctly guessed words. The WM can’t talk, but does indicate the number of words (and even letters if desired) with dashes on the sketch pad. At any time, especially when the team is beyond hope, the WM can also write in up to two nondescript words of up to three letters each. But, no help from the WM on the final Sketch!

A team can move up to three times when it answers correctly.

2. A team can also land on a Picture (I’) or Definition (D) space, which means it must either guess the proverb or saying communicated on the Picture card, or the meaning of a proverb read to it by an opposing team member from the Definition card.

The number of correctly guessed words on the Picture card determines the number of spaces the team may move.

A correct answer on the Definition card is, alas, worth only one space. Worse yet, your turn ends.

3. When a team fails to answer a Picture or Sketch card correctly, an opposing team may huddle for a few seconds and venture a guess. (However, Definition cards offer no such opportunities.) If the team answers correctly, it rolls the die to determine the number of spaces to move. This can go on until each team has tried once or there is a correct answer. There is no penalty for answering incorrectly.
4. A team landing on a Wild Wisdom space can try to identify as many Picture card proverbs as it can within two minutes (someone remember to turn over the timer!). If an exposed card is not answered in the two minutes, an opposing team may try, as above.
5. Everything else you could ever want to know about playing this game, including tips on strategy and a discussion of proverbs, is inside this booklet. The answers to the Picture cards are printed in the back, upside down. So put on your thinking cap, put your best foot forward, and, as you make all the world your oyster — have fun!



Jordan R. Pine

Inventor of Proverbial Wisdom

A FEW WORDS ABOUT PROVERBS

A proverb is a short popular saying expressing an obvious truth (Webster's New World Dictionary). Proverbs are based on collective folk wisdom and have been among us for thousands of years as guidelines for life. They're delightfully familiar reminders of childhood and very often convenient conversational shorthand. Proverbial Wisdom™ consists of proverbs and other sayings, including idioms and cliches, which teammates have to either define or decipher, based on pictures, sketches, or clues. For playing ease, all the familiar sayings and expressions in the game are referred to as proverbs.

Since proverbs are handed down by word of mouth from generation to generation, slight variations in the wording naturally evolve. Some people might say, "a watched pot doesn't boil," while others know the proverb as "a watched pot never boils." We think "variety is the spice of life" — and it also spices up a good board game! When you play Proverbial Wisdom™, you and your teammates will have to decide whether to "take a hard line" and hold your opponents to the "letter of the law," or give them the "benefit of the doubt" and allow the points even if the answer given isn't a precise match.

But remember, "what goes around comes around," and this after all is only a game. So have fun playing!

HERE'S WHAT YOU SHOULD FIND IN THE GAME BOX:

Game board

170 Proverbial Wisdom Sketch Cards

170 Proverbial Wisdom Picture Cards

170 Proverbial Wisdom Definition Cards

Answer & Instructions Booklet

Timer

Die

Sketch & Score Pad

Pencil

Four playing pieces

3. Each team has a playing piece, which is placed on the Start space. The sketch & score pad and pencil are passed from team to team.
4. Each team selects its Wisdom Master (WM) on the first turn. The WM position rotates each time a card is selected.
5. Each team's WM tosses the die to determine the order of play, with the highest roll going first. Teams play in clockwise seating order.

OBJECT OF THE GAME

To be the first team to advance completely around the game board to the Finish by defining proverbs, solving picture proverbs, and getting teammates to figure out proverbs sketched by another team member.

SETUP

1. Place the timer and the box of Clue Cards on the game board, with the colored side of the card deck (front) facing the team member elected the Wisdom Master (WM) to sketch proverbs, record answers, and offer clues.
2. Divide into maximum four teams with at least two persons per team (fewer teams mean quicker games).

GAME PLAY

Advancing around the game board, a team will land on spaces designated Proverbial Wisdom Sketch (S), Proverbial Wisdom Picture (I), or Proverbial Wisdom Definition (D). Corresponding cards are drawn accordingly. Or, a team might land on a Wild Wisdom space.

A team may draw a maximum of three cards per turn, as long as correct answers are given. There are two exceptions to this: 1) landing on a Definition space ends the turn, even with a correct answer, and 2) landing on a Wild Wisdom space entitles a team to as many Picture cards as they can correctly guess within two minutes.

Here's what happens in each case:

SKETCH CARDS

The game begins and ends with a Sketch. To advance from the Start space, as well as to be declared the winner after getting to the Finish space, a team must successfully sketch and guess a proverb.

The starting team's Wisdom Master draws a Proverbial Wisdom Sketch Card from the corresponding section of the deck and takes a few seconds to draw blank lines separated by slashes, indicating the number of words in the proverb to be guessed. Different length lines may represent different length words.

For example:

"Two heads are better than one"

_ I _ . _ / _ / _ / _ / _

Or, the WM may also indicate the number of letters in each word, like this:

'(Two heads are better than one"

_ _ _ / _ _ _ _ _ / _ _ _ / _ _ _ _ _ / _ _ _ _ _ / _ _ _ _

Then the timer is turned over and the WM begins sketching in a furious attempt to communicate the proverb to teammates. When a word is guessed, the WM fills in the appropriate space. Individual letters cannot be guessed — only entire words. If necessary, the WM may supply up to two nondescript words, such as "are," "it," "is," and "to." (NOTE: On the final Sketch play, the Wisdom Master may not provide clues.) Guessing and sketching continue until the proverb is solved, or time runs out.

When the proverb is solved, the team advances according to the number of words guessed correctly. Any words the WM provides as clues are deducted from the total word-space count. If the team answers correctly, up to two more cards may be drawn.

PICTURE CARDS

Landing on a Picture space works like landing on a Sketch space, except that a drawing depicting the proverb is already provided, together with dashes indicating the number of words in the proverb.

Nondescript words, such as "are," "it," "is," and "to" are provided, and the WM may not add any more.

After checking the Proverbial Wisdom Answer Booklet (numbered cards correspond to answers in the booklet), the Wisdom Master prepares a score sheet with the dashes and slashes, shows the picture to the team, turns over the timer, and fills in the correct words as the team tries to come up with the answer in a minute.

Again, the team may draw up to three cards on its turn, as long as correct answers are given. Definition spaces always end the turn, and Wild Wisdom spaces always offer the opportunity to extend it.

DEFINITION CARDS

Definition cards contain a proverb and three possible answers. When a team lands on a Definition space, the Wisdom Master from the opposing team reads the definition and choice of answers aloud. (If there are more than two teams, the WM from the next team to have a turn will read the card.) The playing team must guess the answer within one minute. The bold type answer is correct. Whether answered correctly or not, landing on a Definition space ends the turn.

The playing team gets only one guess; no hints may be given. If the team chooses the correct answer, it advances one space only and does not get another turn. This card, if not guessed correctly, does not get passed on. It is placed at the back of the corresponding section of the deck, the turn ends, and play resumes.

LANDING ON A WILD WISDOM SPACE

A team landing on a Wild Wisdom space can try to identify as many Picture card proverbs as it can within two minutes. Designate one member of the team to turn over the timer twice. At the end of the two minutes or until the team answers incorrectly, the team moves the total number of spaces as the total number of correctly guessed words. This is the only time when landing on a Definition space does not end the turn. If an exposed card is not solved in the two minutes, an opposing team may try to solve it, as detailed below.

WHAT HAPPENS WHEN A TEAM FAILS TO SOLVE A SKETCH OR PICTURE CARD

If a team does not solve the proverb, the team to the left (clockwise) can try. After a few-second huddle, the team may make only one guess. If the team solves the proverb, it rolls the die to determine the number of spaces it may advance. This move is counted as a bonus and the original order of play resumes. If the team guesses incorrectly, the next team to the left may attempt to solve the proverb, and so on. There is no penalty for answering incorrectly. After the first team goes, no more words may be added to the proverb. If no team has guessed the correct answer after all teams have had a chance, normal play resumes as before.

WINNING

The first team to advance once around the game board to the Finish space and solve a Sketch card wins. A team need only reach, not pass, the Finish space. (Example: If a team is two spaces from the Finish space and rolls a die of six, it need only advance two spaces to the Finish space.) If the Sketch is not solved on the first try, the team must wait for another turn to try again. A team cannot win by solving another team's Sketch. If a team solves another team's Sketch or Picture card, it remains on the Finish space. The next WM selects a new Sketch card. The WM may not disclose any clue words on this final play. The first team to solve its own Sketch wins.

EXTRA INFO

For Sketch and Picture cards:

- The precise words of the proverb should be used unless all teams agree to accept less precise answers.

Examples:

A. Correct answer: Don't put all your eggs in one basket.

Team's guess: To put all your eggs in one basket.

B. Correct answer: A watched pot doesn't boil.

Team's guess: A watched pot never boils.

Are the team's guessed answers acceptable? That must be determined before the game begins.

For Proverbial Wisdom Sketch cards:

- Letters and words may not be drawn.
- Numbers may be drawn.
- An X or a cross-out of a drawing can be used, for example, to indicate "do not do something."
- As described above, the WM may disclose one or two nondescript words of up to three letters. This can be used for strategic purposes, since the WM can control which space the team will land on if it solves the proverb. Remember that once the team solves it, it will advance the total number of words in the proverb less those provided by the WM!
- On the final Sketch play, the Wisdom Master may not provide any clue words.

Other points to remember:

- Except for Wild Wisdom play, a team may draw up to three cards per turn so long as the team continues to deliver correct answers and does not land on a Definition space.
- Cards are always drawn from the front (colored side) of the deck and replaced in the back of the appropriate section of the deck.
- The WM may not talk while his/her team solves a clue.
- Teammates may not use secret, prearranged clues.
- Proverbs appear in their most common form and apostrophes are used.

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