

# SIDES

A game by  
Cédrick Caumont & François Romain  
A game for 2 to 9 players, ages 10 and up

## Components:

26 Letter cards



110 Words cards  
with 8 words  
each



1 Captains tile



## Game Overview:

SIDES is a cooperative game. Everyone plays together to achieve the highest score possible.

Two players (the Investigators) work together to discover a randomly chosen word.

The other players (the Witnesses) work together to give clues that will help the Investigators guess the word. However, each clue must begin with one of the letters available at either end of the row formed by the Letter cards.

After each clue, the Investigators attempt to guess the word. Players continue working together until the word is guessed, or until all the Letter cards have been used and discarded.

# Game rules

(Specifics of a 2 players game are at the end of the booklet)

## Goal of the game

Work together to uncover as many Word cards before the letter cards run out.

## Setup

- 1** Create a row of 7 Letter cards arranged side-by-side. For your first few games, we recommend using 7 unique Letter cards to avoid having two identical letters in the row (except at the end of the game if this is unavoidable). If a letter card repeats itself, put it under the deck and draw a new one.



- 2** Place the remaining 19 Letter cards into a draw pile for the next round.

- 3** Stack the Word cards into a draw pile.

**4** Choose two players seated next to each other to play as **The Investigators**. Place the Captains tile between them. The other players are **The Witnesses**.

In a 3 player game, there is only one Investigator. Place the **Captain** tile in front of them.



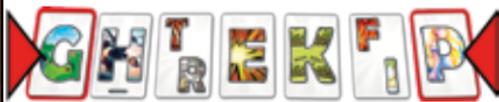
- |   |             |   |
|---|-------------|---|
| 1 | Helicopter  | ▲ |
| 2 | Electricity |   |
| 3 | Magician    |   |
| 4 | Whip        |   |
| 5 | Dwarf       |   |
| 6 | Banana      | ● |
| 7 | Pilot       |   |
| 8 | Golf        | ■ |

**5** The Witnesses draw the **Word card** for the round. Each Word card has 8 numbered words. The Investigators randomly choose which word they will guess by saying a number from 1 to 8. The Witnesses each look at which Word is being guessed. *For your first few games, we recommend using only the colored numbers, as they are easier to guess.*

## Round

### Giving a Clue:

Whichever Witness thinks of a clue first starts the round and gives the Investigators their one word clue. Each clue must begin with one of the letters available at either end of the row formed by the Letter cards.



Once a Witness has given a clue, take the corresponding Letter card from the Letter row and place it in front of the Investigators. This frees up a new letter for Witnesses to give clues.

### Making a Guess:

After receiving a clue, the Investigators work together to find the word and make a single guess by saying:

«**We think the word is...**»

*The word to find is always a common name or place.*

### If the guess is **incorrect**:

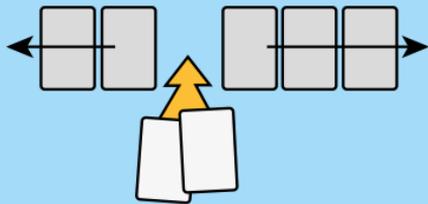
- The Witnesses discuss and share how close the guess is to the correct answer: «hot», «cold», «warm», «you are close», or even a percentage like «90% of the way there», etc.
- One of the Witness gives a new clue to the Investigators using one of the letters available on either ends of the Letter row. Remember to follow The Politeness Rule (see below)
- However, if there are no more Letter cards in the Letter row, the Word card is lost and discarded to the box along with the used Letter cards. A new round begins!

### If the guess is **correct**:

- The Word card is revealed and placed to the side (it will count as a point at the end of the game).
- The Letter cards used to give clues are discarded and returned to the box. A new round begins!

## New Round

- Split the remaining Letter cards into two equal (or roughly equal) sets. Add Letter cards between these two sets until there are 7 cards in the Letter row. If there aren't enough cards left in the Letter draw pile to refill the Letter row to 7, simply fill it as much as possible and play with the available cards.



- Move the Captain tile one player clockwise. The players sitting on either side of the Captains tile are this round's Investigators.
- The Witnesses draw a new Word card and the Investigators randomly indicate a new number. You are ready to begin a new round!

## Clarifications



**Clue management:** to help the Investigators, the Witnesses can:

- Indicate a particular order of clues by arranging the Letters used to give them.
- Repeat already given clues.
- Shift a Letter card towards the Investigators to indicate that the corresponding clue is the one that best describes the Word. Group the used letter cards by category to separate the different interpretations of the Word.
- Tilt a used Letter card to indicate that its clue is less useful or accurate.
- Rotate a Letter card to face away from the Investigators to indicate that the corresponding clue is opposite to the Word (for example: rotate the Letter C, for «colorful», to help them guess the word «Zebra»).

**IMPORTANT:** Keep reading if you want to know all of SIDES' tricks and constraints.



### Skipping Letters:

Witnesses can choose to use a

Letter card inside the Letter row by skipping the cards at its extremities. The Letter cards that are skipped must be returned to the box. Beware, this is a risky strategy, as the group loses the possibility of using the skipped Letter cards to give clues or to make Investigators guess new words.



### Politeness: The

Witnesses are very polite. In each round,

no Witness will give a second clue until all Witnesses have had a chance to give their first clue. This ensures that everyone gets equal opportunities to participate. However, all Witnesses can still continue to point at, shift, and rotate Letter cards, regardless of how many clues they have given.



Witnesses are **prohibited** from :

- Give a clue containing the same root as the Word. For example: Witnesses can not give the clue «Prince», when the word is «Princess».
- Give a clue in another language. For example: «Agua» can not be used as a clue with the letter card «A» to describe «Water».
- give more than one word, e.g. «Leonardo da Vinci» is not allowed but you can say «Leonardo» or «Vinci».



Witnesses are **allowed** to :

- Use compound words, proper names, onomatopoeias or acronyms. For example: «merry-go-round», «six-pack», «Lancelot», «Moo» «NASA».



### Cooperation between Witnesses:

The Witnesses are encouraged to discuss amongst themselves, in front of the Investigators, but without divulging too much information. For example, you might say:

*«I have an awesome 5 letter word starting with L». Another Witness might reply: «If we're thinking of the same word, I would recommend using the feminine version of the word to make it more clear». Or maybe: «If you can, leave the R for me. I have a great word starting with the letter R.».*

Exchanging information secretly is forbidden.



### When an guess is «close enough»:

Some guesses are close enough and should be considered correct. For example: «Actress» for «Actor», or «UFO» for «Flying Saucer».



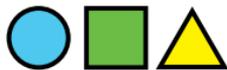
### Tips:

*Witnesses are encouraged to use descriptive names for their clues. For instance, «point» is a fine clue for the word «Needle», but «pointy» or «pointed» would be even better. If you're finding it difficult to give a good clue with the available Letters, try thinking of opposites. By turning an «L» card upside-down, your clue of «Little» actually means «Large», the opposite of little.*



### Simplify the game:

The Word cards are numbered from 1 to 8. Easier Words are associated with a shape and color. If you would like to play an easier version of the game or play with children, the Investigators should choose a shape or color to indicate which Word they will guess (blue/circle, green/square, yellow/triangle) instead of a number.



## End of the Game and Scoring



The game ends when both the Letter row and the Letter draw pile are empty.

The team gets one point for each Word card guessed by the Investigators. Count how many Word cards your team guessed to determine your score.

Turn over the Captains tile to find out what level you have reached.

If you scored 6 points or more: you win!

Now aim for a score of 7, 8, or more...

... 5



## Rules for 2 players

The game is played according to the same rules, but with the following changes:

- In the 2 player game, each player is both **an Investigator and a Witness**. After creating a row of 7 Letter cards, players each draw a Word card and take turns giving each other clues and guessing each other's Word.
- Whichever player thinks of a clue first starts the game.
- When one of the Word is guessed correctly, the Word card is placed face up to the side and replaced with a new Word card. The Letter row is replenished to 7 cards following the procedure highlighted in the general rules. The second word is yet to be discovered and remains in play.
- When no player guessed their word and the Letter row is depleted, both Word cards are lost and discarded to the box. Each player draws a new Word card and a new Letter row is created.
- Players are encouraged to share which Letter cards they would like to use. For example: «Could you leave me the F?», or «If you can use the P, I have a great clue for the L behind it.»
- **The game ends and is scored** according to the general rules.

## Example of a game round

We choose Word number 5



The Investigators

the Witnesses



5 Zebra



I have an idea for a 6 letter word starting with G

I had the same idea, but I think a 9 letter version of that word might be even better.

Great idea. My clue is: "Galloping".



What do you think? Maybe a "Horse"?

Okay, we think the word is: "Horse".

No, but you're 90% of the way there.

Yeah, 90% seems right. I think I'll sacrifice the C to use the S.

Wait, let's not skip a card! I have a good idea for the C. Can I go first?

### Card placement



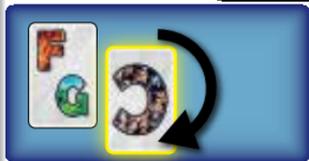
Closest clue to what we are looking for



This clue is not very good anymore

I will turn the C upside down and say: the opposite of "Colorful".

We will shift the G a little higher... Just to indicate that we're looking for something related to "Galloping".



Hmm... something gray?

Or maybe black and white...

Chess has a horse pawn!

Ok, we think the Word is: "Chess".

Ah, no, much colder. Chess is 0%.

Don't forget, we're looking for something that is related to "Galloping".

Now that the S is free, I'll give my clue.

My clue is "Stripes".



Oh my goodness, it's a "Zebra"!

Of course! Okay, we think the Word is: "Zebra".

That's it! Well done!

BLA ←

ETC ←

F P V

Opposite of the clue

Two interpretations of the given word

# Thanks



Captain Games would like to thank all the people who contributed to the development of this game. Our playtesters, who had the patience and courage to take part in our crash tests: Michèle Gêrin, Manon Mortier, Dominique Durieux, Tom Forier, Grégory Gengoux, Robin Guéry, Michel Remacle, Maud Bernard, Françoise Remacle, Clélie Arnould, Héroïse Arnould and Gabriel Vecqueray.



Marc Nunes, who strongly validated our feelings for the game and this, despite the eagerness of the restaurant owner to close.

Lume, who beyond everything she does and bears with us daily (managing the rest of the team is not always easy), has always been an outstanding playtester who has often outperformed herself and who has become our favorite colleague.

The growing little bun in the oven... Your uncles and family are waiting for you impatiently.

Everyone who has supported and carried us in one way or another, and without whom you would not be holding this game: Elfine Caumont, Salman Shahid, Gwendoline Caumont, Ibrahim Kouanda, Yvelise Caumont who turns our trips into cruises, Murielle Lemmens, Ilir Kadriaj, Tybald Romain, Audrey Remacle, Cyril Maréchal, Anaïs Marques Lopes, Eric Lalberteaux, Nicolas Doguet, Annika, Mattis & Markus Lützner Sam & Patrick Domke Scholz, Laurent, Laurence & Heline d'Aries, Virginie Gilson, Florian Piette, Elodie Migeal, Arnaud Stryckwand, Céline Lefevre, Gaëtan Lemaire, Nicolas Pequignot, Vanessa Roscini, Gwen Lebas, Sophie Douchy, Servanne

Dehennault, Carine & Nicolas Maréchal, Nicolas Boseret, Agnès Brison, Yannick Mescam, Philine Wollast, Sebastien, Stéphanie & Thomas Dubois, Valentine Deguelle, Eva Maidnoglou, Claire, Sarah & Christophe Arnould, Nicolas Benoist, Cyril & Maud Daujean, Julien Deroubaix, Philippe Mouret, Thomas Vermeir, Géraldine Volders, Hélène Delforge, Tanguy Greban, Christophe Van Geem, Isabelle Ortegate Alan & Janet Moon, Michelle & Scott Alden, Kristine & Jeff Anderson, Beth & Erik Arneson, Dan DiLorenzo, Frank DiLorenzo, Mike Guigliano, Adrien Martinot, Paula Milano, Stephen Buonocore, Tim Metivier, Debbie Ohi, Jeff Ridpath, Gail & Greg Schloesser, Susan & Frank Wimmer, Michelle Zentis, Léa Madeuf and Laurent D. and all those who have been forgotten.

We would also like to thank Tire-bouchon, la Blonde, Tête-noire, Decapsuleur, Galak, la Blanche, le Bébé, Chocolat, Noiraude, Gal Gadot, Brunette, Charbon, Coffee, Vador, Gizmo, Réglisse... as well as le Bon et la Truande... If you wonder who we mean, don't hesitate to ask.

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