

# Wavelength

## Set-Up:

1. Split up into 2 teams however you wish. Tilt the Wheel upright in the insert so that the blue screen and dial are visible.
2. Place the 2 “head” markers in slot “0” of their respective score tracks on both sides of the insert (look for the 0-10 track.)
3. Choose a team to go 1<sup>st</sup>. The other team’s “head” marker moves up 1 space on their score track now.
4. Take 1 card from the deck (use the “advance” cards for a harder game) and place it in the slot beneath the wheel.

## Game Flow:

- Wavelength is played over a number of turns until 1 team reaches 10 points, and the team with the most points wins.
- The 1<sup>st</sup> team takes their turn, and after, the other team takes a turn. This will go back and forth until 1 team has 10+ points at the end of a turn and the game ends. The team with the most points wins.
  - If the teams are tied, each team takes 1 more turn and scores are reevaluated.

## Taking a Turn as the Active Team:

- Team 1 chooses a clue giver on their team. That player takes the box, and closes the blue door.
- They select a card from the box and read the opposite ideas to their team. (The 1<sup>st</sup> card is ready from set-up.)
- The clue giver rotates the wheel until they feel it is randomized. Use the notches around the wheel to turn it easier.
- They secretly open the blue door (all the way in) and peek at where the target zone now is. Close the door again.
  - If the 4 point zone isn’t visible, then try again.
  - If the 4 point zone is visible, but there are parts of the wedge on the far other side, ignore the zones/points on that far other side as those zones won’t score any points this turn.
- Based on the spectrum of the card for this round, the clue giver gives a clue that will guide their team to the target area.
  - The active team must turn the red dial to where they think your clue falls on the spectrum. (Blue door is closed.)
  - See below on rules/guidelines for what a clue can be, and can’t be, but your group should decide what is fun!
  - The clue giver can no longer talk or gesture or do anything that might give away the clue! Don’t do it!
  - The other team is listening to everything your team says!
- This is the time where the active team discusses where they need to turn the dial. The non-active team can talk too!
- When the active team agrees to a “final placement” of the dial, the non-active team determines whether they think the 4 point zone is to the right or left of the current needle placement.
- The non-active team places the Pencil token (in the slot next to the card) on the side they think the 4 point zone is on.
- Now, the clue giver opens the blue door, revealing the target zone.
- The active team scores points equal to where the needle is pointing. (Scoring nothing if not in the target zone.)
  - If the needle is in the middle of 2 zones, score the zone with the more points.
- If the non-active team guesses the correct side the 4 point zone is on with the Pencil marker, they get 1 point.
  - If the active team is in the 4 point zone, the non-active team scores nothing.
- After the teams score their points on the point tracks, the other team becomes the active team and takes a turn.
  - **Catch-up Rule:** If a team scores 4 points during their turn, and are still losing, they take another turn with a different clue giver!

## Clue Giving Rules:

- Convey a single though **that is on topic**. Your clue doesn’t have to be 1 word, but make it concise.
- Be specific, and use proper nouns as much as you can! It’s more fun that way!
- You can’t use numbers or percentages (unless it is part of a proper noun.)
- Don’t use puns or play on words as it isn’t usually on topic, and be careful with rhymes and homonyms.
- Your clue can’t involve words (or ideas) from the card itself, unless the words are a “proper noun” and still on topic.
- The clue can’t be made up for the sake of the game. (Example on page... hey, the pages aren’t numbered... ugh!)
- After reading the rulebook, the main idea here is don’t try to game the system. Play to the spirit of the game!

## Co-op Rules: (best with 2-5 players)

- Draw 7 cards at random. Place them in the card slot. When all the cards in the stack have been done, the game ends.
- Play the game like normal with a new clue giver each turn, but collectively try to get as many points as you can.
- The 4 point zone is only worth 3 points in this mode, however, if that zone is chosen, add a new card to the stack!
- Skip the Pencil placement step (as there is no other team.)
- Per the rulebook, a winning score is 16+, and 20+ is amazing, and 25+ is genius! (see 2<sup>nd</sup> to last page of the rulebook.)