

Scoring (Continued)

Dealer Bonus Points

The dealer earns bonus points equal to the value rolled if he/she is able to correctly come up with an answer that satisfies as many or more face-up cards as the value rolled. For example, the dealer rolls a “3” and has an answer that everyone agrees satisfies four cards (one more than the requirement). The dealer then earns four points plus three bonus points and advances seven spaces on the Scoring Board.

Rinse and Repeat

After all players that can advance on the Scoring Board have done so, the round is over. The next player going clockwise is the new dealer. Play continues this way until a player reaches the end of the Scoring Board.

Winning the Game

The first player to reach the end of the Scoring Board and land on the It Fits™ space wins the game.

In the event of a tie, **ONLY** the tied players will play another round to determine the winner.



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MADE IN CHINA

How to play

it fits™

Pick something, **ANYTHING**,
just make sure **IT FITS!**

 2-6
Players

 Ages
10+

 Avg. Game
20 min.

Item #730

Box Contents

250 It Fits™ Cards • Card Box
2 Game Boards • 6 Game Pawns
36 It Fits™ Game Tokens
Sand Timer • Purple Die

Object Of The Game

Be the player who comes up with **ONE SINGLE THING** (person, place, thing, phrase, action, etc.) that **FITS** the criteria of the card in your hand **AND** the most face-up cards. The player who reaches the end of the Scoring Board first wins!

Setting Up The Game

- 1 Each player selects a game pawn and its six matching (in color) It Fits™ tokens.
- 2 Each player places their game pawn on the “START” space of the Scoring Board.
- 3 Each player places their matching It Fits™ tokens in front of them.
- 4 Place the Playing Board in the center of the table so all players have a clear view of it.
- 5 Place the box of It Fits™ Cards, the purple die, and the sand timer near the Playing Board.

Playing Each Round

When starting the game, the youngest player (no lying!) will be the dealer first. Players will take turns being the dealer after each round going clockwise.

Shuffle the deck before each game.

- 1 The dealer starts the round by rolling the Purple Die. Keep track of the number rolled – these are the potential bonus points the dealer can earn (explained in “Scoring”).
- 2 The dealer deals each player one card face down. Players should not look at their card at this time.
- 3 The dealer deals six cards face up onto the Playing Board. As the cards are placed on the individual card spaces of the Playing Board the dealer reads each clue out loud so each player can hear the clues.
- 4 The dealer then flips the sand timer over and the round begins.
- 5 Quickly, and before the timer runs out, each player privately looks at their face-down card and thinks of something, anything, that best “fits” the card in their hand **AND** as many of the face-up cards on the Playing Board as possible (players should think of only **one** single thing that satisfies the card in their hand **AND** as many of the face-up cards as possible). When the players have thought of an answer, that satisfies their own card **AND** one or more of the face-up cards, they quickly place an It Fits™ token next to each face-up card they’ve chosen.

Note: all players are doing this simultaneously!

- 6 When the sand timer runs out all play stops.

I’m Telling You, It Fits!!!

- 1 Starting with the dealer, the players now take turns quickly stating the one single thing they chose for an answer that satisfies the card in their hand **AND** the face-up cards they chose. Note: This step reduces the possibility of a player changing their answer.
- 2 **Now the fun part!** Starting with the dealer, the players now take turns explaining their rationale for their answer (i.e., they make their case as to why the one single thing they chose fits the card in their hand **AND** the face-up cards they put their tokens next to). If any other players disagree with their rationale, the issue is debated and the players vote to determine if that player’s choice of face-up card is acceptable or not. If it is not acceptable, then the player who chose that card must remove their token, and they do not get to claim that card as a point.

Scoring

- 1 Players move their game pawn forward one space on the Scoring Board for every face-up card that fits.
- 2 Players move backward one space on the Scoring Board for each face-up card that doesn’t fit.

NOTE: If a player’s answer is found to not satisfy the card in their hand then they automatically move back five spaces on the Scoring Board and all of that player’s chips are removed from the Playing Board for that round.

(Scoring Continued on back)