

FRENCH TOAST

RULES



Jellybean

When the aliens landed, the first thing they saw on Earth was

FRENCH TOAST!

They immediately reported their discovery to their planet. French Toast became famous on the alien homeworld – the first human object ever encountered!



And so, as they discovered more human things, their reports back home were always met with the same question:

*“Is it like **FRENCH TOAST?**”*

INTRODUCTION

In each game of **French Toast**, one player acts as the **Toastmaster**, drawing a **Secret Word** that you and your friends have to guess. The catch? The Toastmaster may only communicate by **repeating** your guesses back to you!

Each time someone makes a **guess**, the Toastmaster must decide whether that guess is **“closer”** to their Secret Word than the **“closest”** previous guess – starting with the first guess of the game, which is always **“French Toast.”**

If a **new guess** is closer than previous guesses, the Toastmaster repeats it back to you. If the new guess *isn't* closer, the Toastmaster repeats the closest **previous guess** instead.

Keep making clever guesses to get **closer and closer** to the Secret Word, until you can guess the Secret Word itself!



Components

50
BASIC

SECRET
WORDS



50
ADVANCED

SECRET
WORDS



6

SCALE CARDS



30-sec.

SAND
TIMER

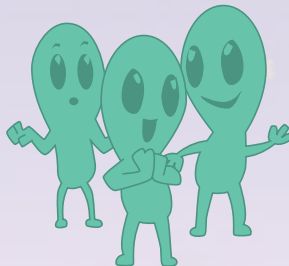


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HINT CARDS

Game Modes

French Toast can be played either **cooperatively** or in **teams**. If this is your **first time** playing French Toast, we recommend you play cooperatively. Once everyone is familiar with the game, you can split up into teams and go head to head!



Cooperative rules are given in the **core** rulebook. Rules for **team play** are given at the end of the core rules, on page 12.

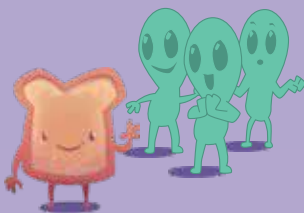
SETUP

1

CHOOSE TOASTMASTER

If it's your **first** game of the day, pick whoever most recently **ate toast**.

If you've already played a game today, choose whoever last guessed the Secret Word **correctly**.



2

DRAW SECRET WORD

The Toastmaster shuffles the deck of **Secret Word cards**, draws **1 card** and secretly looks at it. They place it face-down in front of themselves (and may look at it at any time).



*If any player is **new to the game**, draw from the **Basic Secret Word cards**. If everyone has played before, you can use the **Advanced Secret Words**.*

3

PREPARE HINTS

Shuffle all the **Hint cards** and place them facedown near the **Toastmaster**.

Create the Hints Scale by placing the **6 Scale cards** in a **row** from "IS" to "IS NOT" (as shown).



Hint Deck



Hint Scale

4

THAT'S IT! YOU'RE READY TO PLAY!

4

GOAL

You have **6 rounds** to try and guess the Secret Word. If no one can guess the Secret Word by the end of the last round, **everyone loses!**

ROUND OVERVIEW

The Toastmaster starts each **round** by playing **1 Hint card** to describe the Secret Word (see “Giving Hints” on the next page). The other players may **discuss** the Hint before starting the timer.

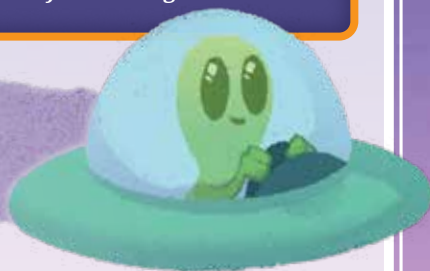
When everyone is ready, the Toastmaster announces the **closest previous guess**, then starts the **timer**. Once the timer starts, players have **30 seconds** to try and guess the Secret Word.

Any player may start by making the **first guess**. The Toastmaster must **respond** to each guess by repeating back whichever they think is **closer** to the Secret Word: the **new guess**, or the **closest previous guess** (see “Making Guesses” on page 7).

Players continue making guesses and receiving responses until they either guess the **Secret Word** or run out of **time**.



*While the timer is running, players may make **any number** of guesses and may make their guesses in **any order**. However, only **one guess can be made at a time**, and players must wait for the Toastmaster to **respond** to each guess before making a new one.*



GIVING A HINT

Each **Hint card** is an **adjective** that can be used to **describe** the Secret Word. A Hint's position on the **Hint Scale** reflects **how well** it does (or does not) describe the Secret Word.



At the start of each round, before starting the timer, the Toastmaster must first **draw 6 Hint cards** from the Hint deck, **choose 1** to reveal to the players, and place it face-up underneath the **Hint Scale**. They may also **move** any previously placed Hints anywhere on the Scale.

After choosing and placing their Hint, the Toastmaster **discards** all 5 of the other Hint cards they drew, **face-down**.

EXAMPLE

Carla is the Toastmaster and has the Secret Word "airplane." At the start of round 1, she draws 6 Hints and decides to play the Hint "low."

Since an airplane is typically very high up, she places this underneath the "IS NOT" card, to tell the players "the Secret Word IS NOT low."



In round 2, Carla draws another 6 Hint cards and chooses to play "expensive." An airplane ticket is pretty expensive, but not the most expensive thing ever, so she decides to place it closer to the "IS" side of the Hints Scale, to show "the Secret Word IS (sort of) expensive."



MAKING GUESSES

Each time a player makes a guess, the Toastmaster must respond by repeating either the **new guess** or the **closest previous guess** – whichever they feel is **closer** to the Secret Word!

At the start of round 1, **French Toast** is always treated as the closest guess. This means that when a player makes the **first guess of the game**, the Toastmaster must decide whether the **first guess** is closer to the Secret Word than **French Toast**.

If the Toastmaster thinks **French Toast** is closer, they say “French Toast” (1). If they instead think the **new guess** is closer, they repeat the new guess (2).

Whenever the Toastmaster repeats back a **new guess**, it **becomes** the closest guess that new guesses are compared to (3).

(Continued next page...)

1

FROG?

FRENCH
TOAST!



2

WRENCH?

WRENCH!



3

SCISSORS?

WRENCH!



What makes one guess “closer” to the Secret Word than another? *It's completely up to Toastmaster! They can use whatever criteria they think will help players guess the Secret Word – and hopefully the rest of you can figure it out!*

If the Toastmaster feels that a new guess is **just as close** to the Secret Word as the closest previous guess, they may say **“equal”** (instead of repeating a guess). This does **not** change the closest previous guess, but it does give players useful information.

At any time, if the Toastmaster changes their mind and thinks that **any earlier guess** was actually closer than the **current** closest guess, they may reverse their judgement. To do so, they **announce** they are changing the closest previous guess, and say the **corrected** closest guess.

EQUAL!



example



Toastmaster Michelle is trying to get the players to guess “airplane.” After giving her first Hint for round 1, she says “French Toast,” (the current closest guess), and starts the timer.



The first player guesses “bicycle.” Michelle thinks a bicycle is closer to an airplane than French Toast, so she says “bicycle.” Bicycle is now the closest guess.



TRASH CAN?
BICYCLE!

Another player guesses “trash can.” Michelle thinks this isn’t as close to airplane as bicycle is, so she says “bicycle” again. Bicycle remains the closest guess.

The third guess is “jet ski.” Michelle can’t decide if bicycle or jet ski is closer to airplane, so she says “equal.” Bicycle remains the closest guess. However, if she changes her mind later, she **can** change the closest guess to jet ski by saying “actually, jet ski.”



END OF THE ROUND

If at any point during a round a player guesses the **Secret Word**, or makes a guess that **contains** the Secret Word, everyone **wins immediately!**

If the players do not manage to guess the Secret Word before **time is up**, they must **stop** making guesses. The Toastmaster then starts the **next round** by giving another Hint, stating the previous closest guess, and starting the timer.



*The closest previous guess **carries over** into the next round. This means that if players end a round with “bicycle” as the closest guess, the Toastmaster will say “bicycle” before starting the timer for the next round. (They do **not** go back to French Toast.)*

END OF THE GAME

If the Toastmaster can't give a new Hint at the start of a round because **all 6 Scale cards** have **Hints** under them already, the players have completed **6 rounds** and are out of guesses!

If you haven't guessed the Secret Word by the **end of the 6th round**, the game is over and **everyone loses!** Better luck next time!



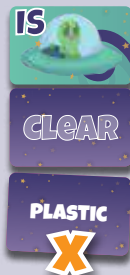
*When the Toastmaster places the **6th Hint card**, this signals the 6th and **final** round of the game. If you don't get the Secret Word by the **end of this round**, you lose!*

CLARIFICATIONS

HINTS

The Toastmaster **must** place 1 Hint every round. **Only 1 Hint** may be underneath **each Scale card** on the Scale at a time.

When giving a new Hint, the Toastmaster may **move** any number of previously placed Hint(s) to *any* other Scale card(s) on the Hint Scale (as long as each Hint ends up under a different Scale card). They may want to do this to **make room** for a new Hint, or to **influence** the players' guesses.



Once a Hint has been placed, it must **stay faceup** on the Scale for the rest of the game. It may be **moved** to a different position on the Scale, but may not be **removed** from the Scale entirely.

COMMUNICATION

The Toastmaster **may not speak** other than by responding to guesses. They may only respond to guesses while the **timer** is running.

When responding to a guess, the Toastmaster may make full use of their **tone of voice** and **facial expression**, and may also **point** to any of the **Hint cards** they've placed.

The Toastmaster may **not** gesture to **objects** in the room, mime **actions**, non-verbally respond to **yes/no questions**, or otherwise communicate clues outside the scope of the game.

Players other than the Toastmaster may **openly discuss** guesses or Hints at any time, including while the timer is running. However, they must be clear about what is **discussion**, and what is a **guess**. (And make sure to keep an eye on the timer!)

GUESSES

The Secret Word is always a **single-word noun**. However, you are *allowed* to make guesses that are **not** single-word nouns, as long as your guess expresses a **single, complete idea** (see examples below).

A guess may use **multiple words**, **proper nouns**, or **informal language**. Although these cannot be the Secret Word, they can give you **useful information** to help you get closer to it.

ALLOWED



THE FBI?

FOREST?

A LAND
MAMMAL?

MY DOG?

THE GREAT
LIBRARY OF
ALEXANDRIA?



**NOT
ALLOWED**



FAST?

SLOWLY?

ROSES OR
DAISIES?

ANYBODY IN
THE ROOM?

SOMETHING
GREEN AND
SMELLY?

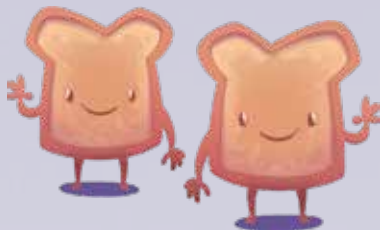


PLAYING IN TEAMS

If you have **at least 4 players**, French Toast can be played as a **team game**. The goal of the game is to correctly guess the Secret Word **before the other team does**.

SETUP

First, split the group into **2 teams**. The teams may be of **uneven** sizes, as long as each has **at least 2 players**.



Each team then chooses 1 player to be their **Toastmaster**. Both Toastmasters look at the **same** Secret Word card, and place it face-down on the table between them, along with the shuffled **Hint deck**. Set up the **Hint Scale** so that all players on both teams can easily see it.

Choose a team to go **first**.

GAMEPLAY

Teams **alternate** playing each round. When it is **your team's** turn to play, **your Toastmaster** draws 6 Hints from the Hint deck and chooses 1 to place. They may move **any** Hints that are currently on the Scale (even if they were placed by the other team!).

Your Toastmaster then states the current **closest guess** ("French Toast" if this is the first round) and starts the timer. You and your teammates have 30 seconds to make guesses, following all the rules for cooperative mode.

The **opposing team** does **not** make guesses while you are playing. They watch the **timer**, and can pay attention to your Hints and guesses, since they are trying to guess the same Secret Word.

When **your team's** time is up, play passes to your **opponents**. Their Toastmaster likewise draws 6 Hints from the deck and places 1 on the Hint Scale, and may freely move **any** already placed Hints. They then announce the closest guess that **your team ended with** and start the timer.

Remember that the Toastmaster can **reverse** the closest guess to **any earlier guess**, no matter how long ago it was made. In team play, **either** Toastmaster may choose to change to a guess made by **either team**. They may even do this at the **start of a round**, if they **disagree** with their opponent's judgment about a previous guess.



*To save time, a Toastmaster may draw their 6 Hints **while the opposing team is guessing**, but must wait to play their chosen Hint until the opposing team's time is up.*

END OF THE GAME

When the **6th Hint card** is added to the Hints Scale, this signals the last round of the game. If the **active team** fails to guess the Secret Word, the **opposing team** gets one, **single** guess. If they're right, **they win!** If not, **neither team wins**.

If you wish to keep **score**, play multiple games in a row with the same teams (but different Toastmasters), alternating which team goes **first**. Each time a team **correctly guesses** a Secret Word, they **keep** the Secret Word card as **1 point**.



*In team play, each team only has **3 rounds** to make guesses!*



OTHER GAME MODES

HIGH SCORE mode

Once you've gotten comfortable enough with the cooperative game that you want to **score** your performance as a group, count the number of **empty spaces** left on the **Hints Scale** after you correctly guess the Secret Word. This is your **group score**!

0

NEW TO THE PLANET

*So you don't know what everything is yet.
That's okay! Words are hard.*

1-2

JUNIOR ALIEN

*Nice work! If you really want to improve,
we recommend you swallow a dictionary.*

3-4

BALANCED BREAKFAST

*Hey, you're really getting there! Just add a
little syrup, and you'll be a pro in no time.*

5-6

FRENCHEST OF TOAST

*Wow! Your team is really connected.
Maybe it's time to move to the Advanced deck?*

TRAVEL mode

French Toast can be played in situations where you **don't have a table** (such as while **driving**, around a **campfire**, or on a **hike**).



To play the game while traveling, **don't** use the **Hint Scale** cards. Instead of playing Hint cards where everyone can see them, the Toastmaster simply **reads their chosen Hint card aloud**, and may add "Is", "Not", "Very", "Barely", "A Little", or "Not Particularly" before the word. Between rounds, they may **remind** players of previously read Hint cards.

TIMELESS mode



If you don't want to use a **timer**, you may play without one using the following rules.

Each round, the Toastmaster gives a Hint as normal, and states the previous closest guess ("*French Toast*" if it is the first round). Players then take turns making guesses, beginning with the player to the **left** of the Toastmaster and proceeding **clockwise** around the table.

On your turn, you may take **as much time as you want** to make a guess. If your guess is closer to the Secret Word than the closest previous guess (and the Toastmaster repeats your guess back to you), you may make **another** guess. You may continue making guesses until you fail to make a guess that is closer than the previous closest guess.

Once you make a guess that is **not** closer than the closest previous guess, play passes to the next player in clockwise order. Once **each** player has had a turn, the **round is over**. The Toastmaster then starts a new round and gives another Hint. The game last for 6 rounds, as normal.

Timeless Mode can also be played as a **competitive free for all**. Each player plays on their own "team" and wins alone if they guess the Secret Word. They take the Secret Word card as **1 point**.

TIPS FOR GUESSERS

- ➡ **If you have no idea what the Secret Word is, guess wildly!** This is useful at the start of a game, or if you feel like you've gotten "stuck" and aren't making progress.
- ➡ **The more time you spend discussing, the fewer guesses you get to make.** Sometimes it's best to just blurt out the first thing you think of!

TIPS FOR THE TOASTMASTER

- ➡ **Try to be consistent.** Whatever standard you're using to judge how close guesses are, try to keep it the same throughout the game, so you don't unintentionally lead players in circles.
- ➡ **Be expressive when responding.** If a word is clearly closer, answer quickly and decisively. If it's extremely close, use an excited tone of voice!
- ➡ **Use your Hint cards.** You can point to Hint cards while responding to guesses. This can help you communicate why a word is or isn't closer.
- ➡ **Don't change the closest guess just because players are stuck.** This will end up confusing them more than it helps! And remember, if 2 words are both really close, you may reply "equal" without changing the current guess.

CREDITS

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