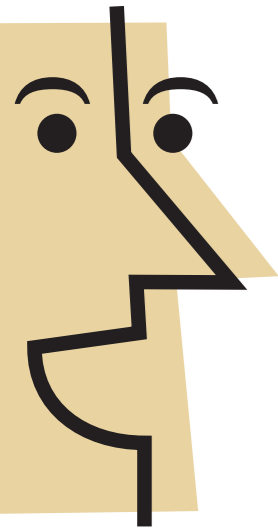




orijinz™

instructions

how to play orijinz™!



1 Shuffle the deck well. The youngest player begins by picking a card from the top of the deck and reading only the **Category** and then the **Origin** to the other players. In the example on the right, the player would read aloud: *"You are guessing a phrase and the origin is '1920s—Editing a movie in order to get to the exciting chase scene more quickly inspired this phrase.'"*

2 The other players now compete to try to be the first to yell out the right **Answer** (Cut to the chase in this example). Have fun with this! Joke answers are encouraged. There is no penalty for wrong answers.

guess the phrase!

Origin: 1920s—Editing a movie in order to get to the exciting chase scene more quickly inspired this phrase.

Definition: Get to the point.

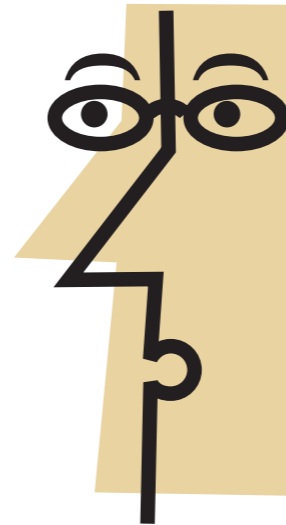
The phrase is: Cut to the chase

Tidbit: In the film industry the process of editing film is called "cutting."

3 If no player gets the correct Answer, the card reader reads aloud the **Definition** (if one exists) to provide another clue. If no one still gets the correct Answer, the card reader, without using the words in the Answer, can provide his/her own additional verbal or physical clues.

4 If the card has a **Tidbit**, it is read aloud after the point has been awarded. The winner of the round reads the next card.

Each correct Answer is worth one point. First player to earn 5 points wins.



orijinz™ q&a

How many people can play Orijinz™?

Typically, 3 or more players.

Can 2 people play?

Sure. Take turns reading a card to one another. Read the Category, Origin and the Definition (if one exists). First player to get 5 right answers wins.

What if two people yell out the Answer at the same time?

The card reader decides all disputes in all versions of Orijinz. However, there are no ties in Orijinz. Only one point can be awarded each round. A little controversy adds to the fun!

What if no one can figure out the Answer?

If no one can get the Answer and everyone gives up, the card reader ends the round, picks another card, and goes again.

What if the card reader accidentally utters part of the Answer?

The round ends and the card reader selects a new card and begins again.

the orijinz™ con game (alternate version)

The Orijinz™ Con Game takes a bit longer to learn but it is a ton of fun. The object is to guess the real origin from a list of alternatives that includes the real origin and made-up origins written by fellow players. Being good at fooling other players is just as important to winning the game as guessing the real origins. This version is best with 4 or more players. You'll need to provide paper and pens for each player.

How to Play

After shuffling the cards, the youngest player begins by picking the card and reading only the Category and the Answer (phrase, word, or name). In the example card on the flip side of the instructions, the reader would say: *“Category: Phrase. All players write down the origin of the phrase, ‘Cut to the chase.’”*

All players then neatly and privately write their version of the origin (and their name) on a sheet of paper, fold it for secrecy, and hand it to the card reader. The goal is to write an origin that is accurate, as shown on the card, or plausible enough to fool other players into believing it is the real origin. Be as silly or serious as you want.

For example, a made-up origin for “Cut to the chase” could read: “In the 1500s, the leg bone of the pig was called the ‘chase’. ‘Cut to the chase’ told the butcher to give the customer the leg meat but not the bone.”

While the other players are writing their origins, the card reader should write both a false origin and the real origin on separate pieces of paper and add both to the pile of submitted origins.

The card reader then numbers each submission, shuffles them, and reads them aloud. If they exist, don't bother reading duplicates. Since the card reader earns a point if no one guesses the real origin, the reader should try to fool the other players with his/her reading.

Players then write down the number of the origin they think is correct, reveal their choices, and earn points per the table below. The card reader is the final authority on all disputes.

Play continues to the left with the next player choosing a new card to start a new round. First player to earn 10 points wins.

Scoring

Reader: One point if no one chooses the correct origin.

Rest of Players: One point for writing or choosing the correct answer.

All Players: One point for writing an origin that is chosen by another player, two points for writing an origin chosen by two or more players.

Note: Players can not earn a point for choosing their own false origin.

Some of the proceeds from the sale of Orijinz™ go to children's and educational charities.

Look for lots of ideas and more information about Orijinz on our website: www.orijinz.com.

There is still some debate concerning the true origins of some of the phrases and words used in Orijinz. We did exhaustive research to try and be as accurate as possible. Feedback is welcome at www.orijinz.com.



©2007 Entspire LLC. All Orijinz™ designs are protected by copyright. Printed in China.