SIMILO

GOAL OF THE GAME

The Clue Giver plays Clues to help the Guessers find the Secret Card.

GET READY!

Choose one player to be the **Clue Giver**. The other Players will be the **Guessers**. The Clue Giver must then do the following:

1. Shuffle the deck and place it face down on the table to form a **draw pile**.
2. Pick up 12 cards from the pile and secretly look at 1 of them. This will be the **Secret Card** that must be found by the Guessers!
3. Shuffle the 12 cards in your hand, then **lay them out on the table**, face up, in a 4 x 3 grid pattern.
4. Draw the top 5 cards from the draw pile to form a starting hand. These will be the **Clues** you can give.



HOW TO PLAY

Similo is a cooperative game: All players **work together** to identify a **Secret Card** using a series of Clues. The game is played over 5 rounds.

1. PLAYING CLUES

The Clue Giver plays 1 Clue from their hand to help the Guessers find the Secret Card. There are 2 kinds of Clues:

Remove Clues - cards played **horizontally**; these Clues have something similar to one or more cards the Guessers should **remove**.

Keep Clues - cards played **vertically**; these Clues have something similar to one or more cards the Guessers should **keep**.

Clues must be played next to the cards on display. All Clues stay in play until the end of the game.



Batman



Nightwing



Poison Ivy

*Example: The Secret Card is **Batman**. You could play **Nightwing** as a Keep Clue, to suggest to the Guessers that the characters to **keep** are heroes, male, or wear masks. Or, you might play the **Poison Ivy** as a Remove Clue, to point out that the characters to **remove** are villains, female, or have red hair.*

HOW TO GIVE CLUES

The similarities between the characters depicted on the Clues and those on the cards to remove (or to keep) are only limited by the Clue Giver's imagination... it will be up to the Guessers to understand what the Clue Giver is trying to suggest!



*You may play the **Joker** if you want to point the Guessers to criminals, deranged people, or characters with unnatural skin stones.*



*You may play the **Catwoman** if you want to point the Guessers to agile characters, morally ambiguous figures, or cards with a red background.*



*You may play **Commissioner James Gordon** if you want to point the Guessers to authority figures, people with mustaches, or characters wearing ties.*



*You may play **Mr. Freeze** if you want to point the Guessers to cards with cold colors, people with glasses, or characters with powers born from accidents.*

The Clue Giver cannot speak, make gestures, nor use any other method to communicate with the Guessers: they can only play Clues on the table.

Right after playing a Clue, the Clue Giver draws 1 card to **refill their hand** up to **5 Clues**.

2. GUESSING

The Guessers analyze the Clue and discuss **WHICH CARDS TO REMOVE**, using the information the Clue Giver gave them.

ATTENTION! If the Guessers **REMOVE THE SECRET CARD** at any point during the game, all players **IMMEDIATELY LOSE**!



EXAMPLE: *The Clue Giver plays* ***THE PENGUIN*** *as a* ***REMOVE CLUE****. The Guessers look at the cards on the table and begin to discuss. They think that the characters to remove could be villains or people wearing hats. They decide to remove* ***THE RIDDLER****, since this card seems to have the most in common with the Penguin.*

The number of cards to remove varies from round to round:

ROUND	1	2	3	4	5
N° OF CARDS TO REMOVE	1	2	3	4	1

If **NONE** of the cards removed by the Guessers is the Secret Card, you can start the next round. **IF THE LAST CARD REMAINING AT THE END OF THE 5TH ROUND IS THE SECRET CARD, ALL PLAYERS WIN!**

HOW TO PLAY WITH DIFFERENT DECKS OF CARDS

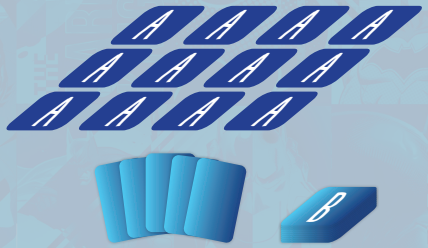
There are different versions of Similo! If you have more than one, you can combine **TWO DIFFERENT DECKS OF CARDS** to create new and interesting strategies!

Just choose two versions of Similo and use one as the **GUESSING DECK (A)** and the other as the **CLUE DECK (B)**.

RULE CHANGES

To play a game with 2 decks, follow the regular game rules with the following changes:

1. When you pick up the 12 cards to lay out on the table, use the **GUESSING DECK** (deck A, for example: **SIMILO: HARRY POTTER**). After this, this deck won't be used for the rest of the game.
2. Whenever you must **DRAW CLUES** (either when forming your starting hand or when replenishing it at the end of each round), always use the **CLUE DECK** (deck B, for example: **SIMILO: BATMAN**).



ADVANCED VARIANT

If you want to further increase the difficulty of the game, try playing with the **ADVANCED VARIANT**!

This variant plays just like a regular game, with one exception: when the Clue Giver plays Clues, they can only play **REMOVE CLUES**.

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