

SOUNDS Like a PLAN™

4 to 8 players
Ages 10 to adult

- 1 Play
- 2 Laugh
- 3 Win*

RULES OF PLAY

contents

300 advice cards
100 to-do lists
8 wooden pawns
1 advice die
1 game board



object

Score the most points by giving the best, funniest, and/or most appropriate advice to other players to help them accomplish their specific chosen activities.

set up

- 1 Place the game board and advice die in the middle of the playing area.
- 2 Each player chooses a pawn and places it on the Start space on the board.
- 3 Shuffle the To-Do lists and stack 20-30 of them face down in the designated "To-Do list" space on the board. Place the rest back in the box.
- 4 Remove all the Advice cards from the box and stack them face down in piles within reach of all players. Deal 6 Advice cards to each player. (Look at your cards but keep them secret from your opponents.)
- 5 Flip over the box top and place it nearby to collect discarded cards.



HOW TO PLAY

Sounds Like a Plan is played in rounds. The person who slept the latest this morning becomes the Planner for the first round and everyone else becomes Advice Givers.

When you are the Planner:

- 1 Place your Advice cards face down off to the side. (You won't use them during your turn.)
- 2 Take the top To-Do list and place it face up on top of the rest of the deck. Each To-Do list has three different activities on it. (For example: 1. Find true love; 2. Make objects levitate with my mind; 3. Run away with the circus.)
- 3 Roll the advice die. The die will reveal one of six different types of advice that you will seek (see "Types of Advice" below). Unless you rolled a Wild or Crystal Ball (see below for details), choose one activity



1. Find true love.
2. Make objects levitate with my mind.
3. Run away with the circus.

from the To-Do list that you'd like to accomplish and read it aloud to the group. Example: Run away with the circus

At this point, all Advice Givers must select and give you one card from their hands (face down) that best fits the type of advice you rolled.

TYPES OF ADVICE

- BEST** **best** – Advice Givers should hand you Advice cards that they believe are the best advice for accomplishing your chosen activity.
- WORST** **worst** – Advice Givers should hand you the worst possible piece of advice for your chosen activity.
- GRANDMA** – Advice cards should reflect what a grandmother might offer as advice.
- KID** – Advice cards should reflect what a little kid might say.
- PSYCHIC** – Choose an activity on the To-Do list that you would most like to accomplish, but keep it secret for now. Advice Givers must use their intuition to guess which of the three Activities you chose and then pick the best Advice card from their hands to go with it. Once you have received cards from the other players (but before you look at them), reveal which activity you chose.
- WILD** **wild** – Choose any one of the five types of advice described above. Turn the die to the side to indicate the type of advice you want.

Make a Plan

- Mix up the Advice cards before looking at them, so you don't know who handed you which card.
- Read and evaluate the advice you received both in terms of how well they:
 - apply to your chosen activity.
 - match the type of advice you rolled.
- Make a plan using the Advice cards, placing them in the numbered spaces on the board. Rank the cards according to the type of advice you rolled:

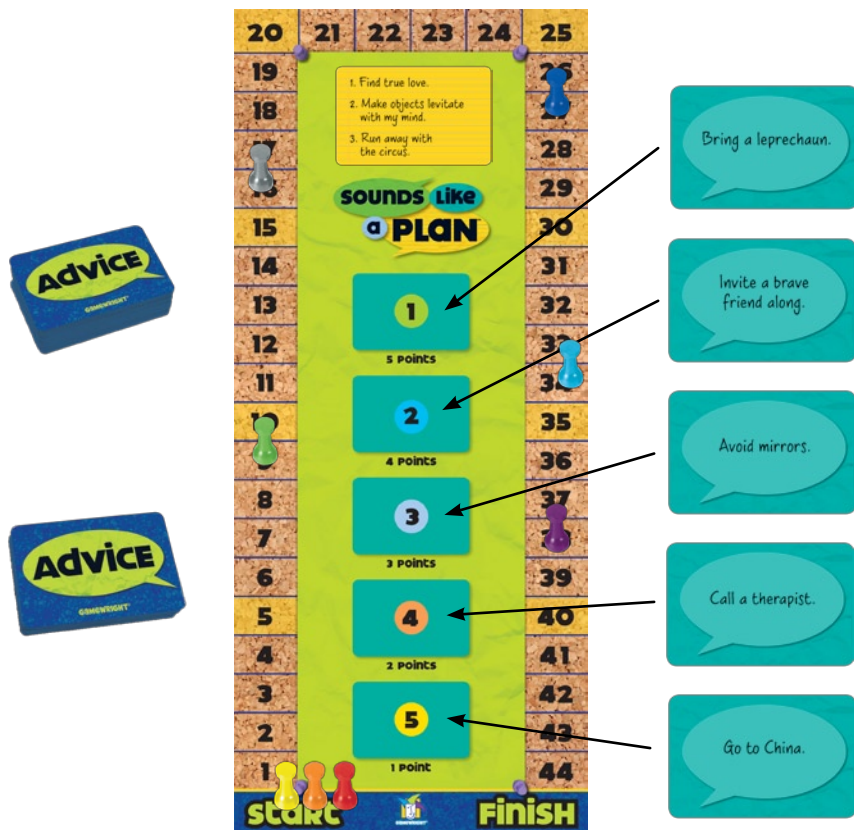
best Rank cards in order from best possible advice (1 = 5 points), to next best (2 = 4 points), and so on.

worst Rank cards from the worst possible advice (1 = 5 points), to not as bad (2 = 4 points), and so on.

grandma Rank based on the priority grandma would give them.

kid Rank based on the priority a little kid would give them.

psychic Rank as if they were the best advice for your chosen activity.



Note: In a 7 or 8 player game, only select and rank the top 5 Advice cards that you receive. Any remaining cards do not score points.

Ending a Round and Scoring

- Advice Givers score based on where their cards were placed in the ranking and advance their pawns along the game board accordingly.
- The Planner gathers all used cards and discards them into the box top, out of play.
- Advice Givers replenish their hands to six cards.
- Play passes to the left, with that person taking on the role of the Planner for the next round.

Note: Once per game, each player may trade in some or all of his Advice cards for new ones.

Winning the Game

Continue playing rounds until one player reaches the finish line. In case of a tie, the player who scored the most points in the last round wins.

A Word From Gamewright

To paraphrase the great John Lennon, "a game is what happens when you're busy making other plans." Such is the case with *Sounds Like a Plan*, the latest party game from the creative minds that also brought us the million-selling *In a Pickle*. As so many inventors tell us, the best ideas come not when they are focused on inventing, but when they are busy doing other things. So if you want our advice about how to make the next great game, don't plan for it and it will certainly happen!



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