

For 3 to 8  
players

# FROM AHH TO Z

The crazy  
explaining  
game!



## What's the game all about?

Explain as many words as possible to your team before the timer runs out. You can only say words that start with the letters shown though. Turn over more letters if you get stuck – until you run out of cards or time! Which team will find the right words?

"Swims! Sea! Ahh ..." – Well? Which word are we looking for here? No idea?

Next letter: "Water! Waves!" Fish, of course!



## Here's what's inside:

70 word cards (with 5 words on each)

26 letter cards (from the English alphabet)

4 special cards (for the optional play variation)

1 sand timer (approx. 90 seconds)

## How to set up the game:

Divide the players into two teams as evenly as possible: Team Ahh and Team Z. Shuffle the word cards and letter cards, and place the two piles at the center of the table. Place the sand timer ready next to it.

## How to play:

You play a total of 12 rounds. In each round, one team explains and guesses while the other checks. After that, you switch roles. The team to correctly guess the most words wins! Team Ahh begins.

**Are you explaining first?** Then you have 90 seconds to explain as many words as possible to your team. Take the shuffled letter cards and lay them out face down in a pile in front of you.

The other team now says a number between one and five. Explain the corresponding word on each card in this round. Draw a word card and take a look at the word that you need to explain to your team without showing it to anyone else. Then immediately turn the sand timer over!

Draw a letter card and place it face up in front of you.



### How do I explain the current word?

- You may only say words that begin with the letters shown.** At the start, only one letter is available; later, more are added.
- Are you at a loss for words?** Then you may always draw as many additional letter cards as you like and lay them out in front of you.
- Everyone else on your team gets to guess as many times as they want. Wrong guesses do not lead to minus points.

#### What is allowed?

- Words that begin with the letters currently displayed
- Words that are in the dictionary
- Proper names

#### What isn't allowed?

- Clues that contain the word or parts thereof (e.g., "sword-fish" if the word is "fish")
- Making sounds or movements, or pointing without a special card allowing this

**Example:** You have to explain the word "cow" to your team. You already have the letter cards "F" and "C" in front of you. So you could for example say "field" or "calf." Or you can turn over another letter card and hope for an "M" so that you can say "Mostly moos!". Sometimes you can even use the letters available to make sentences!



### Has someone on your team guessed the word correctly?

- Great, then you earn one point! Put the word card you guessed correctly face up in front of you as a points pile: the more, the better! Collect all of the cards that your team has guessed correctly.
- Your team should lay all of the letter cards you turned over aside. You cannot use them again in this round.
- Immediately draw a new word card! Always explain the word corresponding to the number decided by the other team at the start. You may turn over as many new letter cards as you like to do this.
- Have you used up all of the letter cards? Then you can continue to make words with the letters you have in front of you until the timer runs out.

**Note:** You explain, but no one guesses the word? Then you may skip the word, but have to give the word card to the other team as one point for them.

### What does the other team have to do?

The other team must check: Keep track of the timer and listen out for mistakes when explaining. **Has the other team made a mistake?** Then the word card is immediately yours. Add it to your points pile.

### Has the sand timer run out?

Then it's now the other team's turn. It receives all of the letter cards.

### Which team wins?

The game ends after 12 rounds. Each team has then had a turn six times. Count the cards collected in the points pile. The team with the most cards wins!



## The special cards

You can shuffle the special cards together with the letter cards at the start of the game. They're optional and allow you to explain the word differently. Shuffle them back together with the letter cards again after each round.



### Joker (2x):

Say a word of your choice starting with a letter other than those displayed!



### Noise:

Make an appropriate sound or hum something.



### Point:

Point at something or make a hand gesture!

## Are there three of you playing?

Then play in alternating teams of two for nine rounds. So you each have a turn six times. Each of you also has your own points pile! **Are you starting?** Then explain the words in 90 seconds to the person on your left. The third person decides the number of the word.

**Did the person on your left guess the word correctly?** Then put the word card face up on your points pile. The person on your left also draws a word card and puts it on their points pile.

**Has the sand timer run out?** Then switch roles in a clockwise direction. Whoever just guessed, now explains!

Do you have the most cards on your points pile at the end?

Then congratulations, you've won!

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