

AMCSM Reel CluesTM

Instructions

Components

- 1 Game Board
- 4 Playing Pieces
- 324 AMC Reel Clues Cards
- 54 Make a Movie Cards
- 30 Chips
- 1 Storyboard
- 1 Erasable Crayon
- 1 Timer
- 1 Die

Object

Be the first team to earn the correct combination of **Make a Movie Cards** by correctly guessing names of actors and movies.

Set Up

1. Each team selects a playing piece and places it on the **Start** space.
2. Place the **Make a Movie Cards** face down near the game board.
3. Place the chips in a pile and the timer near the game board.

Playing the Game

1. Roll the die to see which team goes first.
2. The starting team rolls the die and moves the number of spaces indicated.
3. The space landed on directs the team to the appropriate **AMC Reel Clues** challenge.
4. Each team member takes turns acting as the card **Reader**.
5. The **Reader** will draw an **AMC Reel Clues Card** from the front of the deck and lead the challenge.
6. The **Reader's** team must complete the challenge before the timer runs out.
If they do: they earn anywhere from 1 to 5 chips (see specifics below).
If they don't: the other team sometimes has a chance to steal the round.
7. How to Steal: If the opposing team knows the answer to the **Reader's** team's challenge, they have 10 seconds following the end of their round to present one answer. If they are correct, they get 1 chip.
8. If a team lands on the **Start** space, they may perform the **AMC Reel Clues** challenge of their choice.

AMC Reel Clues Cards

1. Each **AMC Reel Clues Card** is two-sided. Take 1 is on the front, and Takes 2,3,4 and 5 are on the back.
2. Each Take features a different way to play. Here's how they work:

Take 1 – Get a Clue

Object: Guess a movie title.

1. The **Reader** draws the card and announces the movie's category (e.g., "Comedy").
2. The opposing team starts the timer.
3. The **Reader** reads the clues in order, starting with #1. The **Reader's** teammates try to guess the name of the movie.
4. After each clue is read, the **Reader's** team must quickly decide on a guess. The team may give only one answer per clue.
5. The number of chips earned depends on how many clues it takes the team to guess the movie title:

Clue #1= 5 chips

Clue #2= 4 chips

Clue #3= 3 chips

Clue #4= 2 chips

Clue #5= 1 chip

Note

The **Reader** may re-read the clues written on the card but may not provide any additional hints.

Stealing

If the timer runs out before the **Reader's** team guesses the movie title, the opposition has a chance to steal for 1 chip.

Take 2 – Lightning Round

Object: Guess the names of movies and actors.

Start the timer. The **Reader** must get his/her team to guess the name of two actors and three movies on the **AMC Reel Clues Card**. S/he may give word association clues, but may not say the name of the movie or actor. The team gets 1 chip for every movie or actor they guess before the timer runs out.

Note: This is the only round the opposing team cannot steal.

Tips for the **Reader**

You may say anything but the movie titles or actors' name on the card.
If you get to one you don't know, skip it and go back if you have time.

Example

The movie name on the card is ET- The Extra Terrestrial. You can say "alien movie" or "phone home." You cannot say "ET" or "extra terrestrial."

Take 3- Storyboards

Object: Guess the name of a movie from a drawing.

Start the timer. The **Reader** must get his/her team to guess the name of the movie on the **AMC Reel Clues Card** by drawing a picture. If the team guesses the movie title before the timer runs out, the team gets 3 chips.

Note

The **Reader** may draw anything except words, letters or numbers. S/he may not speak.

Stealing

If the timer runs out before the **Reader's** team guesses the movie title, the opposing team has a chance to steal for 1 chip.

Take 4- Great Performances

Object: Guess the name of the movie star being imitated.

Start the timer. The **Reader** must get his/her team to guess the name of the movie star on the **AMC Reel Clues Card** by imitating the star. S/he may use lines from films or refer to the actor's personal life but *may not say the actor's name or names of any of the actor's films*. If the team guesses the actor's name before the timer runs out, the team gets 3 chips.

Second Chance: If the **Reader** does not want to play the first **AMC Reel Clues Card**, s/he may draw another and try to play it for 1 chip. This may only be done once per turn and once the second card is drawn, it must be played.

Example

The actor is Marilyn Monroe. In your imitation, you may say, "I was married to Joltin' Joe DiMaggio," or "I think diamonds are a girl's best friend." You may not say, "I know 'How to Marry a Millionaire'" or "Some do like it hot."

Stealing

If the **Reader's** team does not guess the actor's name before the timer runs out, the opposing team has a chance to steal for 1 chip.

Take 5- One of These Things Doesn't Belong

Object: Guess which movie is not connected

Start the timer. The **Reader** will read off three movie titles on the **AMC Reel Clues Card**. One of them doesn't belong. The **Reader's** team must guess which one of the three movies does not have a featured actor or a director in common. If the team guesses which movie is not connected, they get 3 chips.

Note

The **Reader's** team does not need to state what the connection is to earn their 3 chips.

The **Reader's** team may only present one guess.

Stealing

If the **Reader's** team does not present the correct answer before the timer runs out, the opposing team has a chance to steal for 1 chip, *but they must state the connection*.

Cashing in Your Chips

Every time a team earns 5 chips, they may cash them in for a **Make a Movie Card**. Return the 5 chips to the pile on the board and draw the top card from the **Make a Movie Card** deck.

Make a Movie Cards

Each of these cards features the name of an actor, a director, a screenplay, or a location.

Winning the Game

The first team to collect the following **Make a Movie Cards** wins the game:

2 actors, 1 director, 1 screenplay and 1 location.