

# contrario

*Can your mind handle the twist?*

	2 players and more
	13 years and over
	2 minutes to learn the rules

## CONTENT OF THE GAME

165 double-sided cards containing 1320 Contrarios. Each Contrario (blue text) is followed by 2 clues (green text) and the Original Expression (red text).

## WHAT IS A CONTRARIO?

Well known terms originating from diverse topics such as cinema, science, literature, geography and many others, have been twisted by using synonyms, antonyms and logically related words to form a new expression - a Contrario.

## EXAMPLES:

Contrario	Clues	Original expression
Shampoo symphony	TV / Series	Soap opera
Diamond port	World war II / December 7, 1941	Pearl Harbor
Immigration servant (*)	Expression / manufacturing method	Custom made

(\*) Some terms may have been phonetically altered. In this example the term 'servant' is closely related to 'maid' which is phonetically identical to 'made'.

## OBJECT OF THE GAME

Each time a player finds the original expression they score points. The number of points depends on the number of clues provided. Players obtain 3 points for finding the Original Expression without needing a clue, 2 points if they required a single clue, and one point if they required two clues.

The player with the highest score at the end of the game wins.



## PLAYING THE GAME

The player chosen to begin reading the Contrarios takes a card and reads the first Contrario aloud.

Players may decide among themselves how much time is allowed for guessing the answer. Thirty to sixty seconds is a reasonable delay. If no one has found the answer, the reader offers the first clue, and if there is still no correct answer within the allocated time, the second clue may then be provided. If no one succeeds in finding the correct answer, the reader declares the answer and moves on to the next Contrario.

Players may offer as many answers as they wish; there is no penalty for mistakes.

Each player that finds first the correct answer scores accordingly (see 'Object of the Game' on the previous page).

When the reader has read the eight Contrarios on the two sides of the card, the next player draws a card and becomes the reader.

## END OF THE GAME

Prior to beginning the game the players agree on one of the following ways to end the game:

1. predetermined play time (i.e. 30 minutes)
2. predetermined number of cards to be read
3. when one player reaches a target score (i.e. 100 point)

## NOTES:

1. The game can be played casually without keeping score, its great fun.
2. The level of difficulty between the Contrario can vary significantly
3. The game calls on the players' lateral thinking abilities. Some highly logical people may find it frustrating at times to struggle with this kind of thought process. Luckily, practice makes perfect.



Not suitable for children under 3 years  
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