

Contents:

- 300 Cards
- Game Board
- 4 Moving Pieces and Stands
- Die
- Answer Pad
- 4 Tokens

Object of Game:

In Red Herring, players try to confound and confuse each other by guessing and bluffing their way through the meanings of words and phrases. Be the first player to reach the Finish space (orange buoy) to win.

Set Up:

1. Separate the cards into 3 decks (green, yellow, red), then shuffle each deck separately. Place each deck face down next to the game board.
2. Each player selects a fish moving piece, puts it into a stand and places it on the Start space (orange buoy).
3. Each player takes one token in the same colour as the fish he/she has chosen.

Playing Red Herring:

1. The oldest player (Reader) goes first by rolling the die and moving his/her fish that number of buoys on the game board.
2. The Reader selects the top card from the deck that matches the colour of the buoy his/her fish has landed on.
3. The Reader reads the card to the other players. (*For red cards, players follow the Red Card instructions on the back page.*)
4. Each player indicates his/her answer choice by placing

a token on A, B, C or D on his/her side of the game board. To prevent the other players from seeing their choices, players should cover this area with their hands.

5. The Reader then gives the correct answer from the card (*written in bold type*), and all players reveal their choices.

SCORING: Scoring will vary by the colour of the card.

6. Play rotates clockwise, and the next player becomes the Reader. He/she rolls the die, moves his/her fish the appropriate number of buoy spaces, selects a card and reads it to the group.

NOW – *What comes next depends on which card colour the Reader draws.*

Green Card:

These cards have a word followed by four possible definitions: A, B, C or D. Each player (except the Reader) chooses which definition he/she believes to be correct and places his/her token on A, B, C or D. The Reader then gives the correct definition (*written in bold type*).

- All players with the correct definition move ahead one buoy space on the game board.

Yellow Card:

These cards have a popular phrase or term whose usage varies from its original meaning. The Reader reads the phrase and three possible origins of the phrase. Each player (except the Reader) chooses which origin he/she believes to be correct and places his/her token on A, B or C. The Reader then gives the correct origin of the phrase or term.

- All players with the correct answer move ahead two buoy spaces on the game board.

Red Card:

These cards contain a word and its definition. The Reader reads out only the word, not the definition. Whether or not players know the correct definition, each player (except the Reader) should invent a believable definition for the word and write it on a piece of paper (not the correct definition). The Reader writes the correct definition on a piece of paper. The Reader assigns a letter between A and D to each definition and reads all of the definitions to the group. Each player (except the Reader) chooses which definition he/she believes to be correct and places his/her token on A, B, C or D. The Reader then gives the correct definition of the word.

- All players who have chosen the correct definition move ahead two buoy spaces on the game board.
- Each player moves ahead one additional buoy space for each vote his/her invented definition receives from the other players.
- **Note:** when only two people are playing, instead of writing a definition, the player landing on a red buoy should move ahead one space.

Winning the Game:

The first player to reach the orange buoy marked "Finish" is the winner! An exact roll is not required.



Smart Ass®
Ages 12+



5 Second Rule™
Ages 8+



Don't Rock the Boat™
Ages 5+

www.university-games.co.uk

© 2016 University Games Corporation, San Francisco, CA 94110. Red Herring is a trademark of University Games. Used under license. All rights reserved. University Games Europe B.V., Weth. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 3 Bakery Court, London End, Beaconsfield. Bucks. HP9 2FN. UK. Retain this information for future reference. MADE IN CHINA.

UNIVERSITY
GAMES
BOX-01236

Ages 12 & Up
2 to 4 Players

Red Herring™



The game of fishy definitions

Instructions