

# SHH™



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[www.packgame.com/shh](http://www.packgame.com/shh)

**THE OBJECT:** Each player contributes a letter, one card at a time, to organically and cooperatively create words as a single team with the goal of ridding their hands of all cards to earn a score of 26.

30 Cards:

5 Vowel Cards



21 Consonant Cards



4 Pass Cards



## SETUP:

- Choose a dealer to perform the remaining **SETUP** steps.
- Separate the Vowel and Pass Cards from the Consonant Cards.
- Create the **VOWEL ROW** by placing the Vowels (+1 side down) in alphabetical order near the center of the playing area.
- Place Pass Cards equal to the number of players, in the **VOWEL ROW** after the "U". The Pass Cards should be placed with their "Available" side up (white text). (See **SAMPLE SETUP below**)
- Finally, shuffle the Consonant Cards face down and deal 1 at a time to each player until all the cards have been dealt. Players keep their cards secret. *Note: Total cards in each player's hand may vary.*

## SAMPLE SETUP FOR 3 PLAYERS

## CONSONANT ROW (EMPTY)

VOWEL ROW  
("+" Side Down)



ACTIVE WORD (EMPTY)

PASS CARDS  
(1 PER PLAYER)

**PLAYING THE GAME:** SHH is a challenging, cooperative game in which players compete against the game itself, to achieve the highest score possible. The main challenge of the game is that players may **NEVER** discuss which letters they have in their hand, or the potential words that could be spelled throughout the game.

**GAME TURN:** On a player's turn, he must perform 1 of 3 Actions:

- Add a letter** by placing it at the **end** (right side) of the Active Word.
- Start a new Active Word** after initiating a vote to score the previous Active Word.
- Pass** by flipping over a Pass Card to its "Used" side up (red text).

The youngest player starts the first Active Word by putting a letter in the play area below the **VOWEL ROW** (See **SAMPLE SETUP above**); remaining players take turns in clockwise order. Once the Active Word is formed, the next player may add a letter to extend the word, pass, or start a new Active Word (see next paragraph). Cards may be added from either a player's hand (Consonant Cards) **OR** from the available Vowel Cards from the **VOWEL ROW**.

If a player chooses to start a new Active Word, he must first attempt to score the current Active Word by initiating a silent vote. First, he must give a 'Thumbs Up' or 'Thumbs Down' hand gesture. A 'Thumbs Up' gesture indicates that he believes the current Active Word is valid. A 'Thumbs Down' gesture indicates that the current Active Word should be checked for validity before continuing with the new word. Once the active player makes a gesture, a vote **must** occur and all other players immediately give a 'Thumbs Up' or 'Thumbs Down' gesture.

- 👍 If **ALL** players give a 'Thumbs Up' gesture, the word is scored.
- 👎 If **ANY** player gives a 'Thumbs Down' gesture, the validity of the current Active Word **must** be checked against the **VALID WORD** rules.

- If the word is **INVALID**, the game ends. (See **GAME END on other side**).
- If the word is **VALID**, it is scored. (See **below**).

**SCORING A WORD:** All Consonant Cards are placed in the **CONSONANT ROW**. All Vowel Cards are placed in the **VOWEL ROW**. If the scored word is **AT LEAST 5 LETTERS** in length, flip the Vowel Cards that were used to the **"+" SIDE UP**. After scoring, play continues.

The active player starts a new Active Word using a Vowel or Consonant Card and play continues in clockwise direction.

**There may only be 1 Active Word at a time.** Consonant and Vowel Cards must always follow the previously played letter and may not be played in the middle or any other part of the word. Consonants in the **CONSONANTS ROW** are only for reference and scoring; they may not be used again. Vowel Cards flipped to the "+" side may be used again to create new words and retain the "+1" value for the remainder of the game.

**VALID WORDS:** A valid word must have a length of at least 3 letters. It must be found in a dictionary and may not be an abbreviation or a proper noun (place name, person's name, company name, or brand). In most cases, it will be obvious that a word is valid. If at least 1 player votes 'Thumbs Down' during a validity vote, reference a dictionary.

**GAME END:** The game ends **immediately** if after a vote:

- A validity check determines that the completed word is **INVALID**.
- All Consonant Cards have been played in **VALID** words.

The team calculates their score. (See **FINAL SCORING below**)

**FINAL SCORING:** The team calculates their score as follows:

**1 point:** for each Consonant Card in the **CONSONANT ROW**.

**1 point:** for each Vowel Card flipped to its "+" side.

*Pass Cards are not included in calculating scores.*

**Performance Rating:**

★ **0-10: Poor**    ★★ **11-20: Proficient**    ★★★ **21-25: Phenomenal**    ★★★★ **26: Perfect**

## TIPS:

- **Be honest when voting.** There is no penalty for discovering that a word is valid after checking a dictionary.
- Knowing when to use a Pass Card is essential. The number of cards in each player's hand will vary and become unbalanced. This is a part of the game's challenge and will require players to play or pass in an appropriate rhythm in order to earn more points.
- It's helpful to keep the **CONSONANT** and **VOWEL ROWS** in alphabetical order to reference which consonants have been used, and which vowels are available to use. **No words with double consonants or double vowels are possible.**
- Cooperative games are difficult in nature, so embrace the challenge and try to improve your score over many games!

**EXAMPLE:** Rex wants to **start a new Active Word** so he initiates a vote, which determines that all players are confident that "EXIT" is a Valid Word. He will finish his turn by moving the "E" and the "I" back to the **VOWEL ROW** and the "X" and the "T" to the **CONSONANT ROW**, then sliding the "O" Card down to start a new Active Word. He could have chosen to start a new word using a Consonant from his hand. Or, he could have chosen to extend the Active Word by playing his "S" Card after the "T", which would have spelled, "EXITS" and provided a Bonus (+1) point for the "E" and "I" Vowels.

CONSONANT ROW



VOWEL ROW



The "O" was used in a 5 letter word and has been flipped to its "+" side.

ACTIVE WORD



**CHALLENGING PLAY:** Increase the difficulty of play by using any combination of these gameplay variants:

- Reduce the number of Pass Cards to 1 less than the number of players. Or, remove the Pass Cards and Pass Action entirely.
- Increase the minimum valid word length to 4 or 5 letters.
- When scoring an Active Word, place the used Consonant Cards face down in the **CONSONANT ROW**.

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