

How to Play

Welcome to **Contact!**: the classic folk party game of stumping your friends! Each round, one player picks a secret word, which gets revealed one letter at a time. Everyone else is trying to stump them with subtle clues for other words that begin with those letters. After each success, another letter is revealed...until eventually you figure out the secret word!

Here's how to play:

1 Whoever is feeling brave starts as the first **Defender**. They draw a card and pick a **Secret Word**. Everyone else is a **Guesser**.

2 To begin the round, the Defender reveals the first letter of the Secret Word.

3 Any Guesser can now say a clue for **any word that starts with that letter**. For example, if the Defender said "C," maybe you'd say "A small dog" to clue the word "Chihuahua."

4 If another Guesser thinks they know what word you're cluing, they can yell "CONTACT!" Both players then **slowly count down together from 3** and try to say the **same word at the same time**.

- If they succeed, then they've **Made Contact!** The Defender reveals the next letter of the Secret Word. From now on, Guessers can only give clues for words that **start with all the letters revealed so far**.
- If the Guessers say *basically* the same word, like "chemistry" and "chemist," that still counts.
- If the Guessers fail and say different words, then nothing happens.

5 However, the Defender can **prevent the Guessers from making Contact** by saying *any* valid answer to the clue before they do, as long as it starts with the revealed letters (and isn't the Secret Word, or a close variant). For example, the Defender could say "Oh, my word isn't *chihuahua*" or even "Nope, it's not *corgi*" to defend against the clue "A small dog" with only "C" revealed. You can defend anytime after a clue is given, even during the countdown. →

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If nobody can figure out what the hell is being clued, another Guesser can clue a different word at any time. Only one clue is active at a time.

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Keep going, revealing another letter each time you make Contact. The round ends when two Guessers make Contact on the actual Secret Word (or the Defender reveals it by mistake). Now start a new round with a new Defender, who draws a fresh card and picks a new word. Continue as long as you're having fun.

Here's a short example round:

Defender picks the Secret Word "Comedy" from a card and reveals the first letter: "My word starts with C."

Guesser 1 thinks of a word and gives a clue: "A small dog!"

Defender quickly says: "Nope, not a corgi."

Guesser 2 gives a different clue: "A Pixar movie?"

Guesser 1 thinks they know what word is being clued, so they yell: "Contact!"

Guesser 1
Guesser 2 count down together: "3, 2, 1...Coco!"

Defender says: "Damn! Okay, my word starts with C-O."

Guesser 3 gives a C-O clue: "A New England state?"

Guesser 2 thinks they know and yells: "Contact!"

Guesser 2
Guesser 3 start to count down together: "3, 2..."

Defender interrupts with: "Not Connecticut!"

Guesser 1 gives a different C-O clue: "Like, not a tragedy."

Guesser 3 says: "Contact!"

Guesser 3
Guesser 1 both count down: "3, 2, 1...Comedy!"

Defender says: "Yeah, that's the secret word."

Frequently Asked Questions

How do I win?

Winning isn't the point of Contact, but if you really want to play competitively, you can time how long each Defender holds out. Longest defense wins.

How do I decide if two words are "basically the same?"

Use your best judgement for what feels fair, based on the clue. If you can't agree, then the Defender gets to decide.

Can I give clues that are inside jokes or other things I *know* the Defender won't get?

No, that's cheating. General knowledge is always fair. Group knowledge can be okay, but private information between Guessers isn't. You can't give the clue "What I ate for lunch today" if the Defender wasn't at lunch.

What if two Guessers somehow make Contact on a word that doesn't match the clue, or doesn't even start with the right letters?

Then it doesn't count.

If the Defender prevents us from making Contact, can I give the same clue again?

Only if you modify it significantly. You can't just say "A small dog that isn't a Corgi." But you could say "A small Mexican dog."

What makes a good clue?

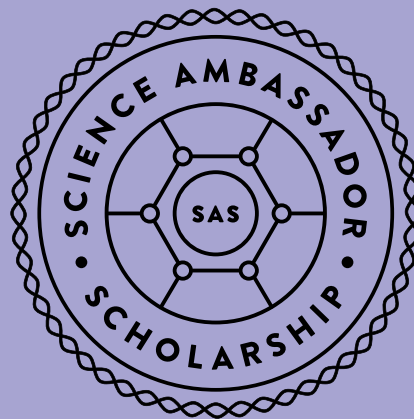
Think laterally! Try to come up with a clue that's weird or oblique enough that the Defender doesn't immediately stop you, but obviously right once another Guesser figures it out.

How should I choose my Secret Word?

Make sure to pick a word you actually know. If you don't like your options, draw a new card. To keep the game interesting, pick a word that starts with a letter you haven't done yet today.

What does it mean that this is a "folk game?"

We didn't invent Contact, but it's a game we've loved and played for many years and wanted to share with all of you. This box includes thousands of words we meticulously selected and tested to work perfectly with the game. But if you want to come up with your own words instead, you can.



100% of our profits from Contact directly fund the Cards Against Humanity Science Ambassador Scholarship for women and non-binary people in science, technology, engineering, and math.

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Fun fact: These other Cards Against Humanity products also benefit the Science Ambassador Scholarship.

Contact!