

GAME RULES



COMPONENTS

43 double-sided yellow portray cards 72 voting tokens (6 in each player colour)
43 double-sided purple portray cards 12 scoring pawns
24 green assignment cards 1 double-sided board

Note: This game includes cards in multiple languages. Use the two packs of cards in English and disregard the other packs.

OVERVIEW

Each round, different players play as sculptor and statue. As the sculptor, you draw an assignment card to determine the combination of words you need to portray. You do this by using another player as a statue and putting him in a pose. Then all other players, including the statue himself, try to guess the assignment.

SETUP

- 1 Place the game board in the centre of the table on the side of your choosing.

Play on the side with 12 points for a shorter game of around 20 minutes. Play on the side with 24 points for a longer game of around 40 minutes.

- 2 Collect the nine assignment cards (green) with 2 stars. Shuffle these into a face-down draw deck and place them to the side of the board. Return the remaining assignment cards to the box.

Are there young children involved or are you looking for a bigger challenge? Then go to **GAME MODIFICATIONS** on the flipside.



- 3 Shuffle the yellow and purple portray cards into separate decks and place these next to the board. Draw three yellow portray cards and place these next to sections A, B and C. Draw three purple portray cards and place these next to sections 1, 2 and 3.
- 4 Each player picks a colour and receives 1 scoring pawn and 6 voting tokens in the chosen colour. Players place their scoring pawn on space 0 on the board and take their 6 voting tokens in hand. Return all remaining pawns and tokens to the box.



COURSE OF PLAY

1. DETERMINE THE ASSIGNMENT

One player starts this round as the sculptor and another player starts as the statue. They put their voting tokens aside for now and find a free spot in the room. All other players are the audience.

The sculptor shuffles the set of green assignment cards and looks at the top card without revealing it to the other players. This card determines which combination of yellow and purple portray cards he is going to portray with the statue player.

2. PUT THE STATUE IN A POSE

The statue player starts in a neutral, standing position. The sculptor uses his hands to bring the statue into the pose he thinks best represents the assignment. Be creative!

Rules of conduct for the statue

- Let yourself be led, hold the position you are put in and don't make any suggestions yourself. Just imagine you are made of clay.

Rules of conduct for the sculptor

- Think of the pose in advance and only then get started. Don't change the pose in between, as the audience can read too much from that.
- Don't give verbal instructions to the statue and don't demonstrate a pose yourself. You're a true sculptor, remember? Sculptors don't talk to clay!
- Do not touch the statue's face. However, the head may be moved as a whole.
- You are not allowed to use furniture or other props.
- Stay away from the private parts!

Cheaters have to treat everyone to cinnamon rolls!



Tip for the sculptor

You don't have to portray everything exactly as it looks like in reality. The important thing is that the other players guess the assignment. With each word you have to portray, ask yourself: what is unique about this word? How is it different from the other words?



3. VOTE TO GUESS THE ASSIGNMENT

When the sculptor is satisfied with the statue's pose, the players in the audience get to guess the assignment. Place the voting tokens that correspond to your chosen portray cards face-down in front of you or hold these in a closed hand and extend your arm forward. Make sure the other players cannot see your voting tokens.

When all players in the audience have chosen, the statue player may also guess. He does this by verbally stating his choice.

4. SCORE POINTS

The assignment card is revealed and all players in the audience reveal their chosen voting tokens. The sculptor scores 1 point for each portray card that is guessed correctly by at least one player. Every other player scores 1 point for each portray card they guessed correctly. Each player places their scoring pawn one space forward for each point they have scored.

An example

The assignment was A2.

- White voted A and 3. He guessed 1 portray card correctly (A), so he scores 1 point.
- Yellow voted C and 2. He too guessed 1 portray card correctly (2), so he too scores 1 point.
- Green plays the statue and called out "crawling king," referring to B and 3. He has not guessed any of the portray cards correctly, so he scores no points.
- Orange plays the sculptor. A and 2 are both guessed correctly by at least one player, so he scores 2 points.



5. END OF THE ROUND

For the next round, all yellow and purple portray cards are renewed by flipping them over or replacing them with new cards. Place replaced cards on a discard pile. The player who played the sculptor in this round becomes the statue in the next round. A new player from the audience becomes the new sculptor.

GAME END

The game ends as soon as a player reaches the last space on the scoreboard. The player with the most points wins! In case of a tie, the respective players share the win.

GAME MODIFICATIONS

★ JUNIOR

Are young children involved? In the junior variant, players have only 3 voting tokens and the sculptor only needs to incorporate 1 portray card into his statue. Apply the following rule changes to the standard game:

- Use only the three assignment cards (green) with 1 star and return the remaining assignment cards to the box.
- Also return all yellow portray cards and all voting tokens with A, B and C to the box.
- If you want to avoid more difficult words, use only the purple portray cards with 1 star.

★★★ ADVANCED

Are you looking for a bigger challenge? In the advanced variant, it's possible that the sculptor has to incorporate an additional yellow portray card into his statue. Apply the following rule changes to the standard game:

- Use the 18 assignment cards (green) with 2 or 3 stars.
- Players can vote with as many voting tokens as they want and can score more points this way. But beware: you can also score minus points! Scoring is as follows:

The sculptor scores:

- 1 point for each correct card guessed by at least one player.
- 1 minus point for each correct card not guessed by any player.
- 1 minus point for each incorrect card guessed by all players.

Every other player scores:

- 1 point for each correctly guessed card.
- 1 minus point for each incorrectly guessed card.

You can never score fewer than 0 points in a round.

An example

The assignment was BC3.

- Green voted A, C and 3. He scores 1 point (2 points and 1 minus point).
- Orange voted A and C. He scores 0 points (1 point and 1 minus point).
- Yellow plays the statue and called out "hunting", referring to A. He scores 0 points (he would actually score 1 minus point, but you can't score fewer than 0 points).
- White plays the sculptor. C and 3 have both been guessed correctly by at least one player, so yield 1 point each. B has not been guessed correctly by any player, so yields 1 minus point. A has been guessed incorrectly by every player, so also yields 1 minus point. So white scores a total of 0 points.



★★★★ MASTER

Do you want to increase the difficulty even further? In the master variant, the sculptor may even have to incorporate two additional yellow portray cards into his statue! This variant is identical to the advanced variant, except for the following rule change:

- Use the 21 assignment cards (green) with 2, 3 or 4 stars.

★★★★★ A FRESH TAKE (AT LEAST 4 PLAYERS)

Note: this variant is only for seasoned StatYou players, because you have to know the words inside out! It introduces a third unique role: the critic. Apply the following rule changes to the standard game:

- Each round, a different player plays the critic. He also gets a look at the assignment card.
- Before the sculptor places the statue in a pose, the critic himself strikes a pose while the audience and the statue look away. The sculptor may **not** use the ideas in this pose and will have to find another way to portray the assignment. An art critic wants to see something original, after all.

It's all about the sculptor coming up with substantially new ideas. Say the assignment is a blind barber and the critic portrays it by depicting scissors and holding a hand in front of the eyes. Then you may not use these elements, not even in a different orientation. But who knows, you might come up with the idea of a hair dryer and a white cane. That's a new idea! If you doubt whether your idea is unique enough, discuss it with the critic in private first.

- The critic scores 1 point for each correct card that is **not** guessed by at least one player. (If you are crazy enough to combine this variant with the advanced or master variant, then the critic also scores 1 minus point for each correct card guessed by all players).

