

# G.I.F.T

## Good Interesting Fun Times

You've been invited to a party where everyone's dead. You're having a great time when you suddenly realise... you're dead too! The only way to get back to life is to appease the God of Life. The God of Life seeks sacrifice, but not of the physical kind. You must speak witty sentences and entertain for your passage home.

Letters appear before you, made from the bones of those who disappointed. Each word in your sentence must start with these letters. The God of Life loves certain keywords. If you can secretly put a keyword from a Key Card into your sentence then you gain a Body Part. Collect all 5 to win

However, the God of Death is also listening. If other players can guess your keyword then they take your Body Parts. Can you outwit the God of Death and entertain the God of Life with some Good Interesting Fun Times?



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2-6



14+



20' min

# Setup

1. Give one player the God of Life token. To decide who starts with this token you can roll a die or determine as a group.
2. Place Letter Cards into decks grouped by Body Part. From each deck draw a card and place it next to the deck with the letter side up.



3. Deal each player 5 random Key Cards. Players keep the contents of their cards a secret. Place the remaining cards in a face-down deck on the table.



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# Overview

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From the set of Letter Cards on the table, each player thinks of a sentence. If you can secretly put a keyword from a Key Card into your sentence then you gain that Letter Card's corresponding Body Part. The first player to collect all Body Parts wins!

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## A Round

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A round consists of the following steps:

### 1. Assign God of Life

Pass the God of Life token clockwise to the next player.



### 2. Place Letter Cards

The God of Life draws from the Letter Card/Body Part decks and places the cards letter side up in a row on the table (*See **The God of Life***).



### 3. Think of sentences

Players look at the Letter Cards on the table and each thinks of a sentence (*See **Making a sentence*** and ***Making a keyword***).

### 4. Say sentences

The God of Life says their sentence first, followed by players in clockwise order (*See **Saying a sentence***). If someone can't think of a sentence then they can pass and continue thinking, then say theirs when ready.

### 5. Make accusations

Players listen to each other say their sentences and make an accusation if they believe a keyword has been said (*See **Making an accusation***).

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# Making a sentence

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Letter Cards are placed on the table by the God of Life. From left to right, Letter Cards determine the letter that each word in your sentence can start with.



For example, the Letter Cards “A B C” are laid on the table. The first word in your sentence has to start with A, the second word has to start with B, and the third word has to start with C. You might think “All Boys Cry”.

Don't overthink it. Stare at the Letter Cards and a sentence will come.

## **Sentence structure**

Sentences should aim to be grammatically correct, but unusual phrasing is allowed if it's understandable to most players.

## **Unique**

Once a sentence has been said, other players cannot say that exact same sentence, though they can use the same words here and there.

## **Made-up words**

Has someone said a word that's not in common usage but kind of makes sense? If you're impressed with the inventiveness of the word then they can use that word.

## **Names**

Names can be used but try to avoid it.

## **Commas**

You can use 1 comma to make longer sentences easier to construct. You can say “Hi, Just Dancing Undressed”. You can't just list items though, like “Eggs, Milk And Ham”.

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## Making a keyword

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Key Cards contain 2 to 3 letters per line like “**Bar...**”, “**Exp...**” and “**Cri...**”.

These letters are called *keys* and are the start of keywords. You fill in the dots to create any valid English word. It can be a noun, verb, adjective or other variant. It just has to be an English word that starts with these letters.

**Note:** Keys that are valid words such as “bar” or “imp” can be used as is.

**Fun Fact:** There are over 10,000 possible keywords just from the 108 Key Cards... and that’s not including uncommon words!



From any of the keys on a card, you come up with 1 keyword. You can then use this keyword in your sentence if the first letter of the keyword matches one of the Letter Cards in play. If you don’t have any matching keys then discard cards from your hand and redraw up to 5 Key Cards.

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## Saying a sentence

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Place one or more Key Cards face down on the table in front of you, state how many keywords you’re playing, then say your sentence out loud (*See **Making a sentence***). There will usually be 1 keyword in your sentence for each Key Card played. You can use multiple keywords from the same card as long as you clearly state that you are doing so.

You can put as many keywords as you like in your sentence, but you can be accused for each keyword played (*See **Making an accusation***). So the more keywords you play then the more accusations can be made against you, and the more likely it is that someone will correctly guess a keyword in your sentence.



# Making an accusation

When a player has played their Key Cards and said their sentence, then any other player can optionally make an accusation. Players are allowed to discuss an accusation before it is made.

## 1. Make accusation

State the keyword you believe to be from a Key Card and tap the keyword's corresponding Letter Card on the table. The first player to tap a Letter Card initiates the accusation and becomes *the accuser*.

A player can be accused once per keyword they played. So if they played 1 keyword then they can only be accused once.

Accusers can ask how a word is spelt or to repeat the sentence.

## 2. Win reward

If a player is wrongly accused then they become *the winner* and the accused becomes *the loser*. If a player is correctly accused then they become *the loser* and the accuser becomes *the winner*.

The winner can choose to either (but not both):

- Collect 1 Body Part from the Body Part deck corresponding to the Letter Card that was tapped.  
**Note:** You can't collect the tapped Letter Card.
- Steal any 1 Body Part from *the loser*.

## 3. Refresh hand

The player who played the keyword discards that keyword's Key Card to a face-up discard pile then draws a new Key Card.



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# God of Life

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The God of Life decides how many Letter Cards are to be laid on the table that round. At the start of each round pass the God of Life token clockwise to the next player. As the God of Life you:

1. Return the Letter Cards from the previous round to the bottom of their respective Body Part decks, then choose to place 3 to 5 Letter Cards from any Body Part deck into a row on the table.
2. Say your sentence first if no one is ready.



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## Winning

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When a player has 1 of every type of Body Part at the end of a round then they are the winner. If there's a tie then both players are winners.

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## Strategy

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### Body Parts

As the game progresses players are more likely to use keywords on Letter Cards/Body Parts that they don't have yet.

### Keywords

The Key Cards contain 500 keys that can result in over 10,000 common words. When listening to sentences players can look for:

- Words with starting sounds common enough to be keywords.
- Words that seem out of place.
- Keys that have already been used.

### Social deduction

When listening to a sentence pay attention to a person's tone of voice, mannerisms and mistakes.

# An example round

*Anne and David are playing a 2 player game. David is the God of Life.*

**David** draws from the Body Part decks and places each card next to its deck with the letter side up.

Both players think of a sentence for the Letter Cards:

*“C G E N H”.*

**David** looks at his Key Cards, sees the key *“Nau...”* and thinks of a keyword to put in his sentence. He places the Key Card face down on the table, states he’s playing 1 keyword and says:

*“Crap gods envy naughty humans”.*

**Anne** accuses **David** of playing the keyword *“Naughty”* by tapping the “N” Letter Card on the table.

**David** confirms his keyword was *“Naughty”*, discards the played Key Card and draws a new Key Card from the deck into his hand.

**Anne** collects the detected Letter Card’s corresponding Body Part.

**Anne** plays a Key Card, states she’s playing 1 keyword and says:

*“Crickets get excited near hell”.*

**David** doesn’t make an accusation so **Anne** gets to collect the Letter Card’s corresponding Body Part.

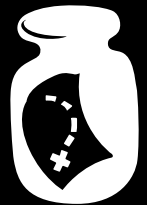
Visit [cluejar.com/gift/example](https://cluejar.com/gift/example) for a full example game.

## Components

- 96 Letter Cards/Body Parts
- 108 Key Cards
- 1 God Token
- 1 Rulebook

## Credits

**Designer:** Maedi Prichard  
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