



## Rules of Science's Up!

Define time for the activity using a **timer** :

**45 minutes maximum** divided in 3 rounds of around 15 minutes

In each round, the teams have 60 seconds to try and score by guess names.

The team that scores the most points by collecting the most names in three separate rounds wins.

Divide the students into teams, with team members sitting across from each other. Science's Up! Works best when played in teams of two players each. Number of players can vary from 4 to 20. It's a cooperative game with teams up to 5 members.

Choose a starting team to take the deck. The next team clockwise from the starting team takes the timer. Each turn is **60 seconds** and it goes until all cards are found.

- Almost anything goes with cluegiving, but passing is not allowed.

*The deck consists of 42 cards made with the names of scientists, both real from history and fictional from TV and movies.*



## PLAY: Round 1

On each team's turn, one member of the team is the Cluegiver and the other one is the Guesser. (On successive turns, the Cluegiver and the Guesser will permute). The Cluegiver takes the deck, draws the card from it. Once the Cluegiver has looked at the name, the next team says, "**GO!**" and starts the timer. The Cluegiver begins giving clues to his teammate.

The Cluegiver can say or do almost anything: he can sing, hum, point, charade, give full descriptions of the name, etc.

The only restrictions are:

- No part or variant of the name can be used in the clue. Ex: You can't use "divide" or "divisible" to get the Guesser to say "division".
- No spelling of the name is allowed, nor is any clue designed to give away specific letters of the name.

The Guesser tries to guess the name on the Cluegiver's card. The Guesser can make as many guesses as he wishes ; there is no penalty for a wrong answer. Guesser must say the full name as printed on the card. If the Guesser calls out the correct name, the Cluegiver sets the card aside, draws a new card from the deck, and begins giving clues for the name on that card.



## PLAY: Round 1

The Cluegiver cannot pass and move on to a new name until the Guesser calls out the correct name. If the Cluegiver doesn't recognise the name he draws, he'll have to be more resourceful with his clues. If the Cluegiver gives an illegal clue, his turn ends immediately and the card he goofed on is returned to the deck.

When time expires, the Cluegiver shuffles the card he was currently working on back into the deck. He keeps each card that was guessed correctly in a pile near him. He passes the deck to the next team clockwise, who in turn pass the timer to the next team clockwise from them.

**IMPORTANT:** If time runs out before a name is guessed, players may **NOT** discuss the name with each other. The cluegiver can't reveal who he was trying to convey, and players on other teams who think they figured it out can't tell their guesses to each other. A card may come up multiple times before it is guessed correctly.

The round ends when all names have been guessed and the deck is empty. Each team adds up all the cards they collected and score 1 point for each. The scorekeeper tallies the score. After scoring, put all the cards back into the deck and shuffle them well.

The team after the last team to play starts the next round.



## PLAY: Round 2

No more than 1 word can be used in each clue, 1 guess only, passing allowed.

Round 2 plays just like Round 1, with the following changes:

- The Cluegiver may not use more than one word per card to describe each name.
- The same word may be repeated as often as desired, but once a word is said only non-verbal clues may be added. If the Cluegiver accidentally uses more than one word, he must set the card aside face down, draw a new one from the deck and continue with the new name.
- Each team may make only 1 guess per card. If the guess is incorrect, the Cluegiver must set that card aside face-down, draw a new one and continue with the new name.
- The Cluegiver may pass during this round. To do so, simply say "**Pass**", set the card aside face-down, draw a new one from the deck and continue with the new name. At no point is Guesser ever allowed to Pass.

At the end of the turn, any cards set aside due to passes, clue goofs, or incorrect guesses are shuffled back into the deck. There is no penalty for such cards. At the end of the round, shuffle all the cards back into the deck again as before.



## PLAY: Round 3

Round 3 plays just like Round 2, with the following changes:

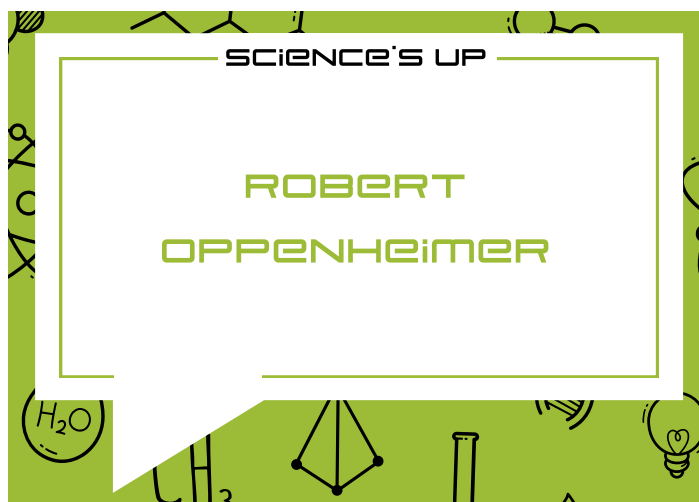
- Only pantomime and sounds are allowed
- 1 guess only
- Passing allowed.

The Cluegiver **may not** use any words at all. Only sounds and pantomime.

**WINNING:** The team with the highest score after all three rounds is the winner. 🏆

## Clue example

Card selected:



Clue:

"His first name is the same as a famous British king."

"His first name is also the name of a popular American actor known for 'Iron Man'."

"His last name sounds like a common German surname."

"His last name has a similar sound ending to 'Hammer.'"

The deck in the following pages is at your disposal to pint, cut and laminate.  
There are 42 recto/verso cards

SCIENCE'S UP

KATHERINE  
GOBLE  
JONHSON

SCIENCE'S UP

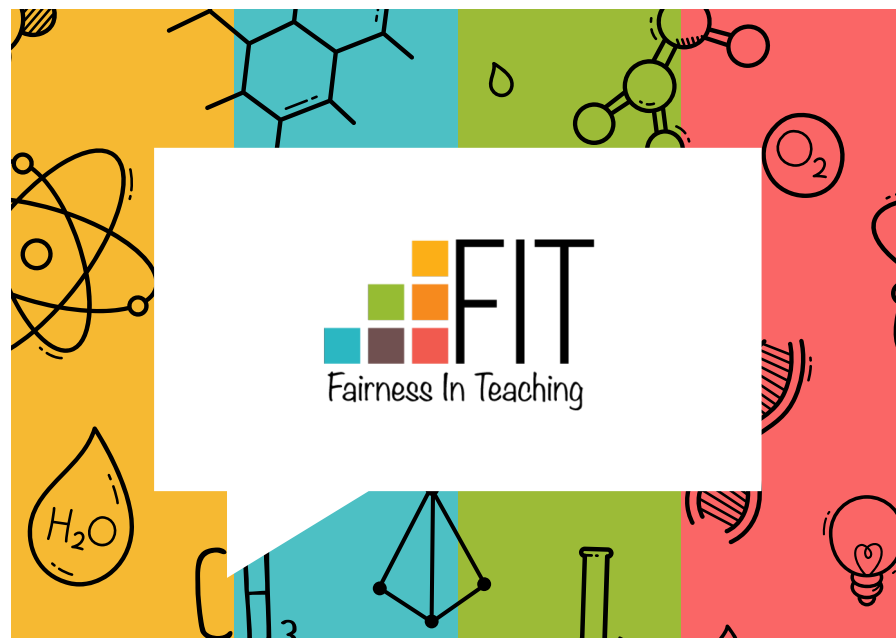
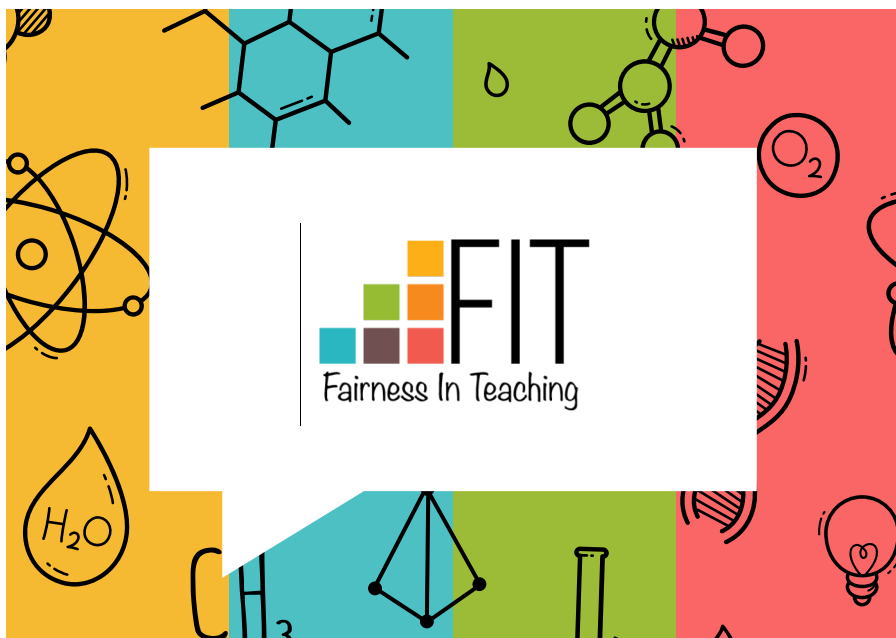
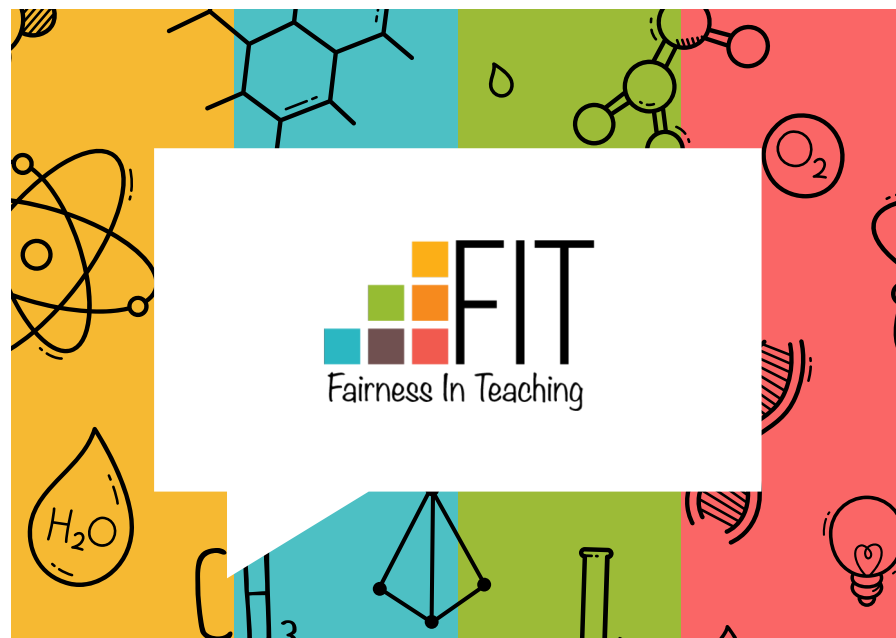
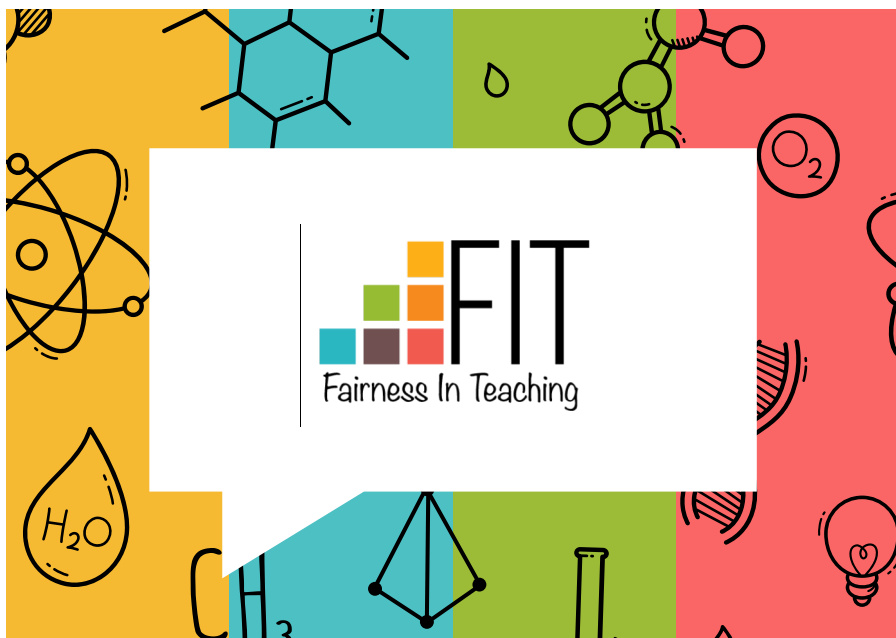
HEDY  
LAMARR

SCIENCE'S UP

JOCELYN  
BELL  
BURNELL

SCIENCE'S UP

MARTHE  
GAUTIER





SCIENCE'S UP

ÉMILIE  
DU  
CHÂTELET

SCIENCE'S UP

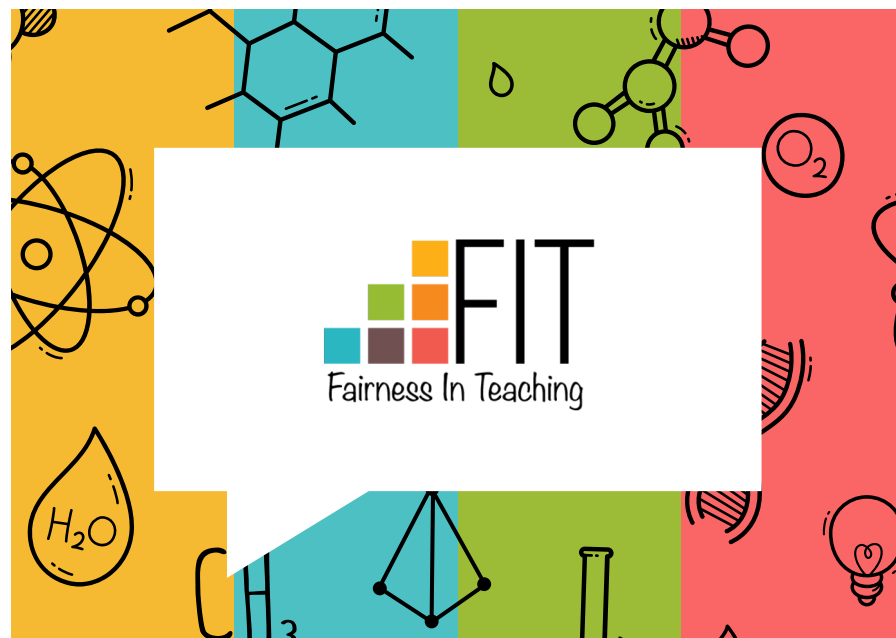
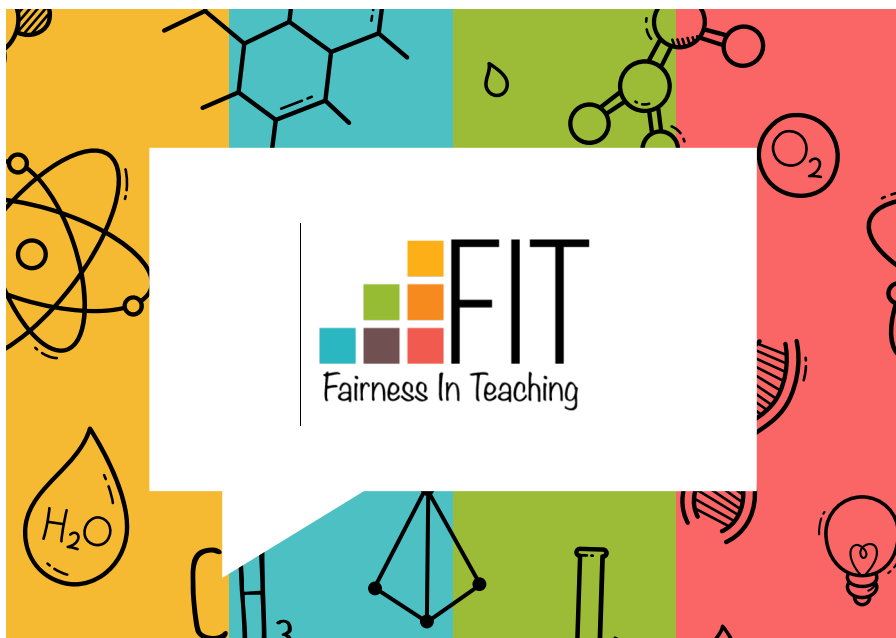
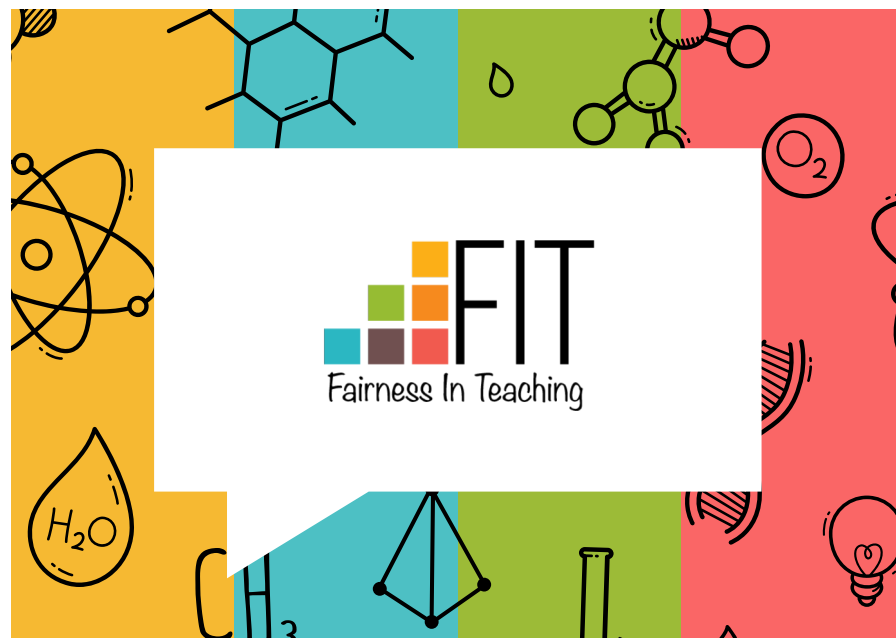
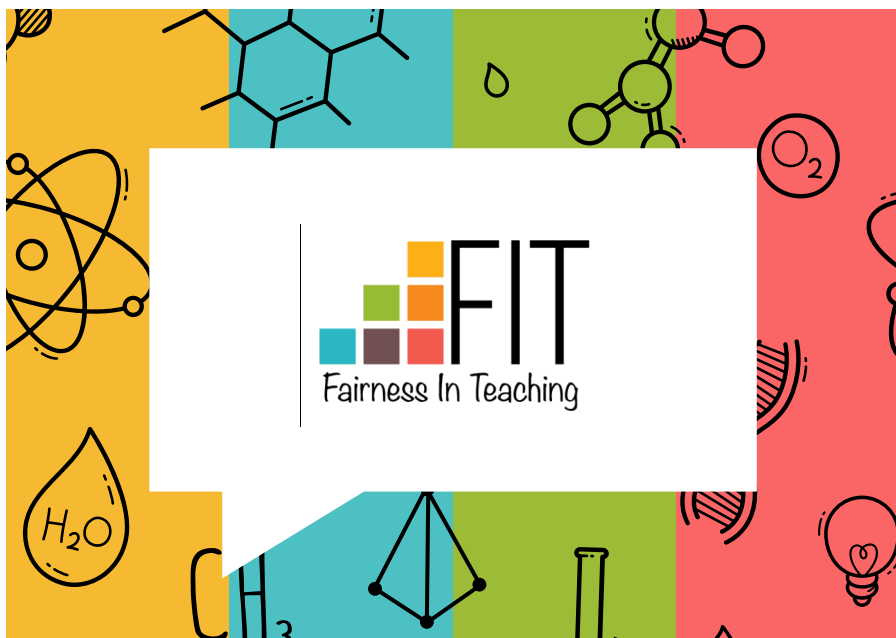
LAURA  
BASSI

SCIENCE'S UP

JOSÉPHINE  
KÄBLICK

SCIENCE'S UP

MARY  
SOMERVILLE



SCIENCE'S UP

CAROLINE  
HERSCHEL

SCIENCE'S UP

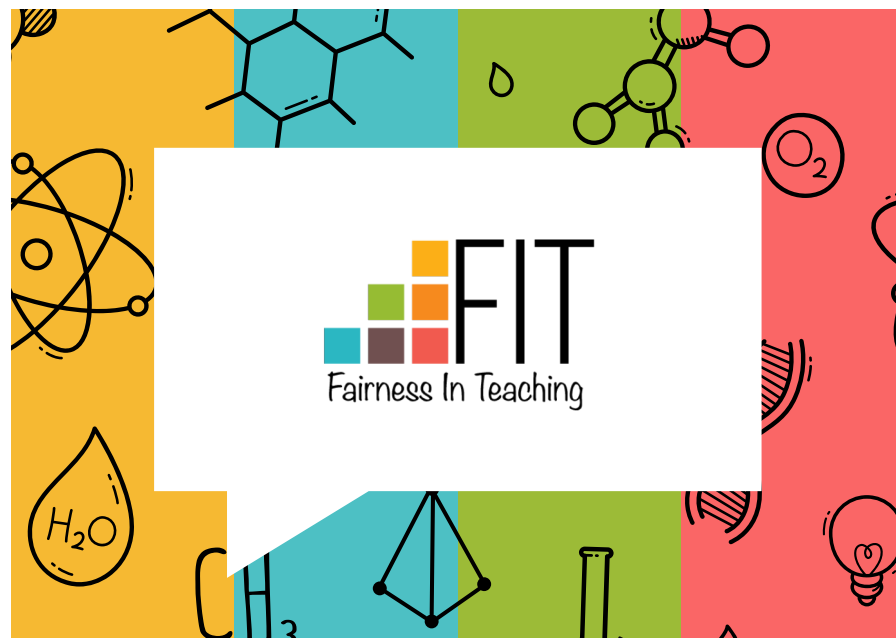
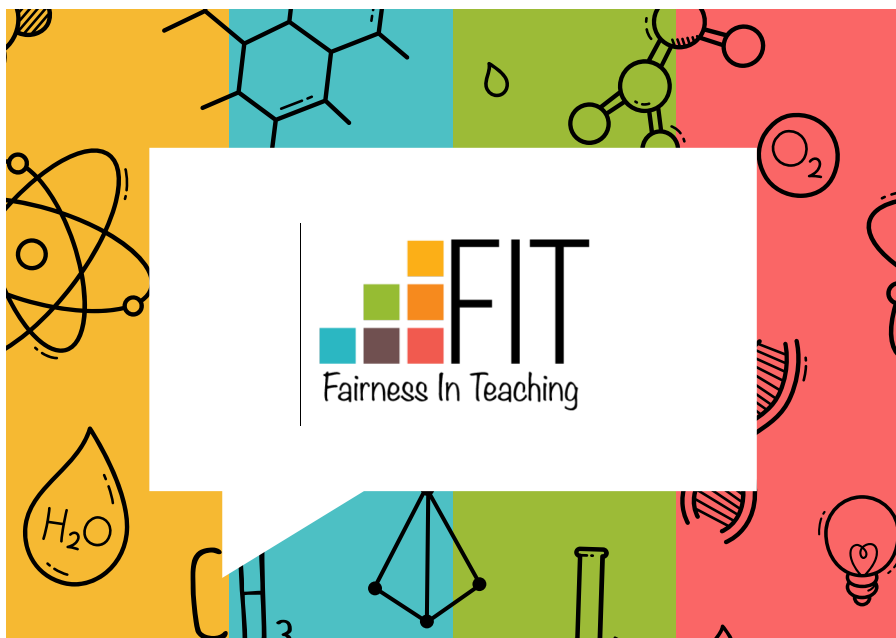
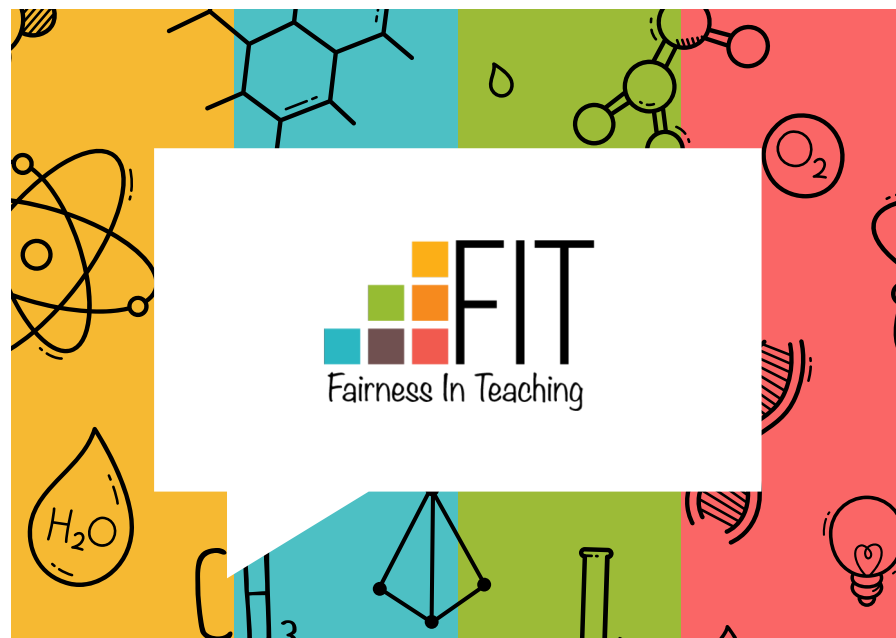
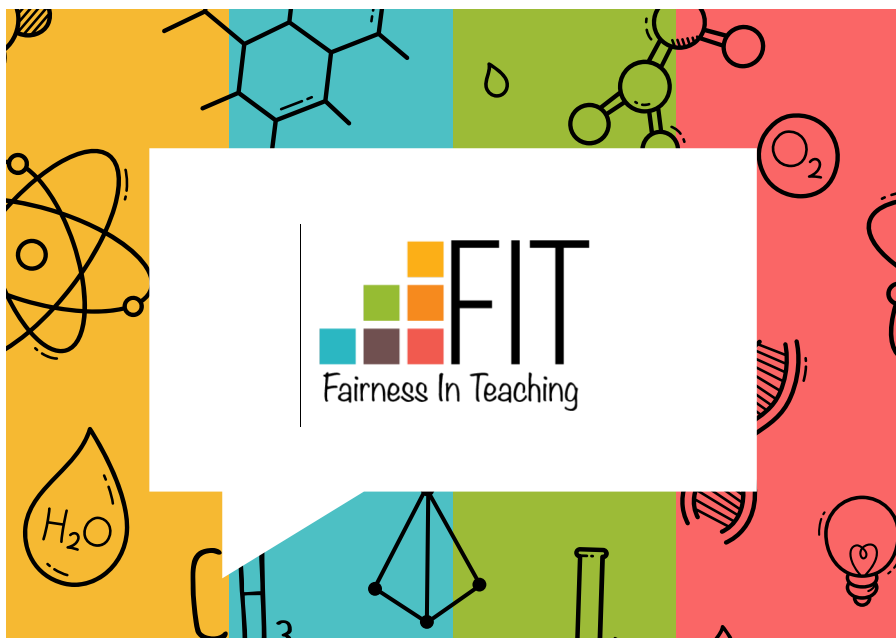
MILEVA  
MARIC

SCIENCE'S UP

CLARA  
HABER

SCIENCE'S UP

ISALA  
VAN  
DIEST



SCIENCE'S UP

CHRISTIANE  
NÜSSLEIN-  
VOLHARD

SCIENCE'S UP

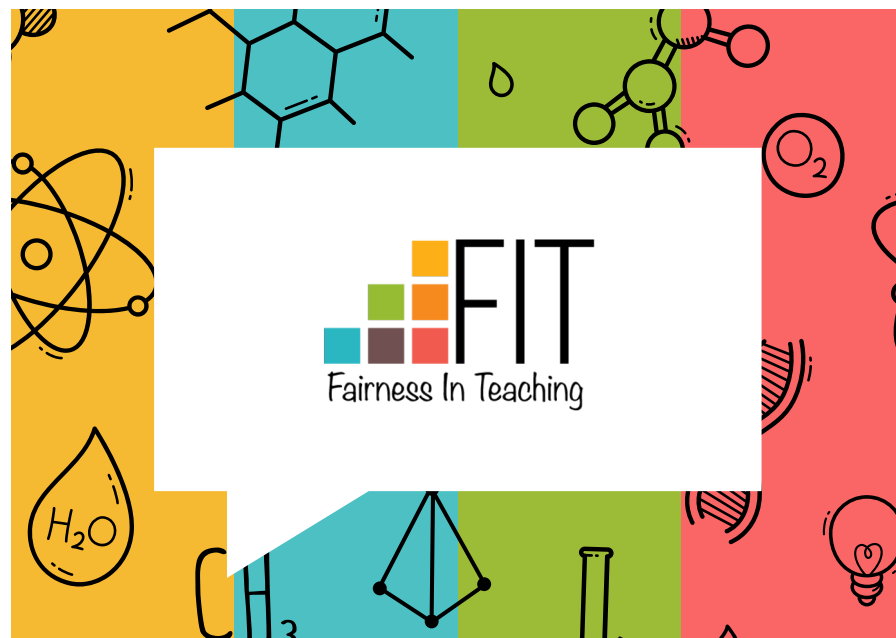
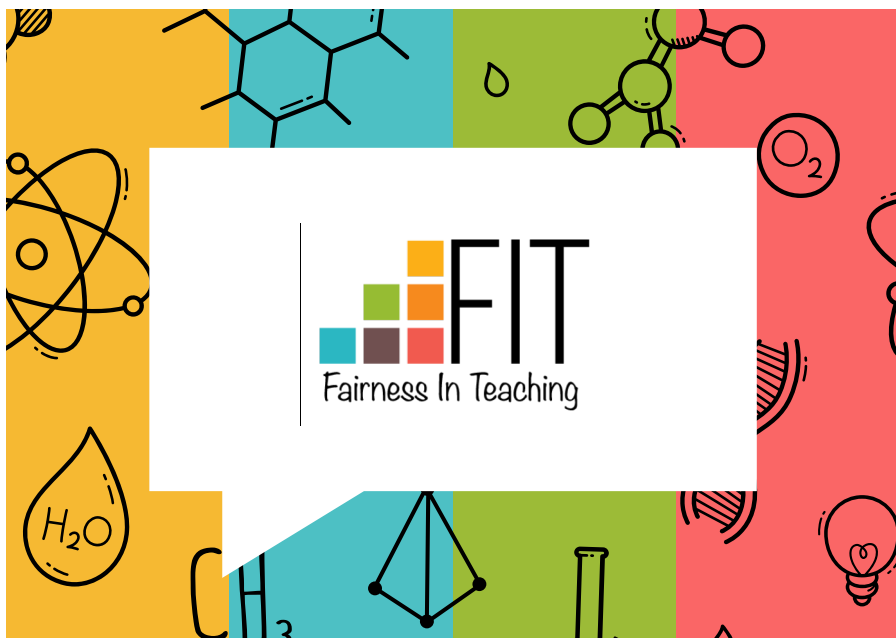
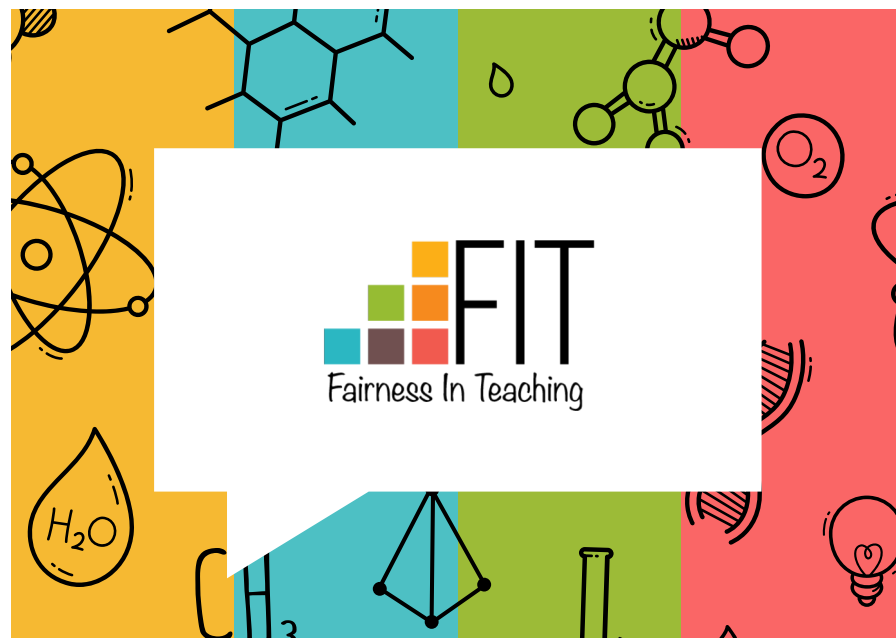
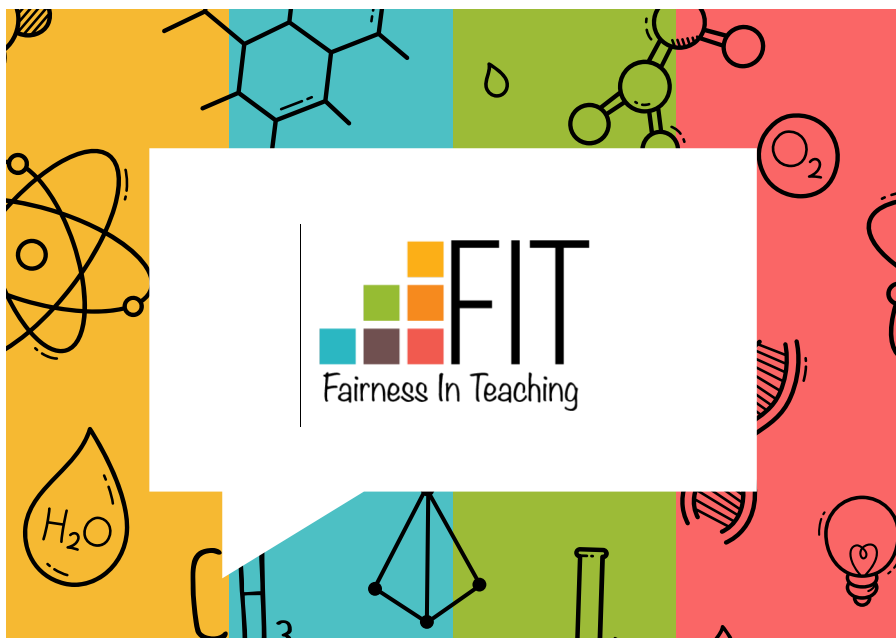
CHARLES  
DARWIN

SCIENCE'S UP

FRANÇOISE  
BARRÉ-  
SINOUSSE

SCIENCE'S UP

MAURICE  
KRÄFFT



SCIENCE'S UP

CHARLES  
FRANCIS  
RICHTER

SCIENCE'S UP

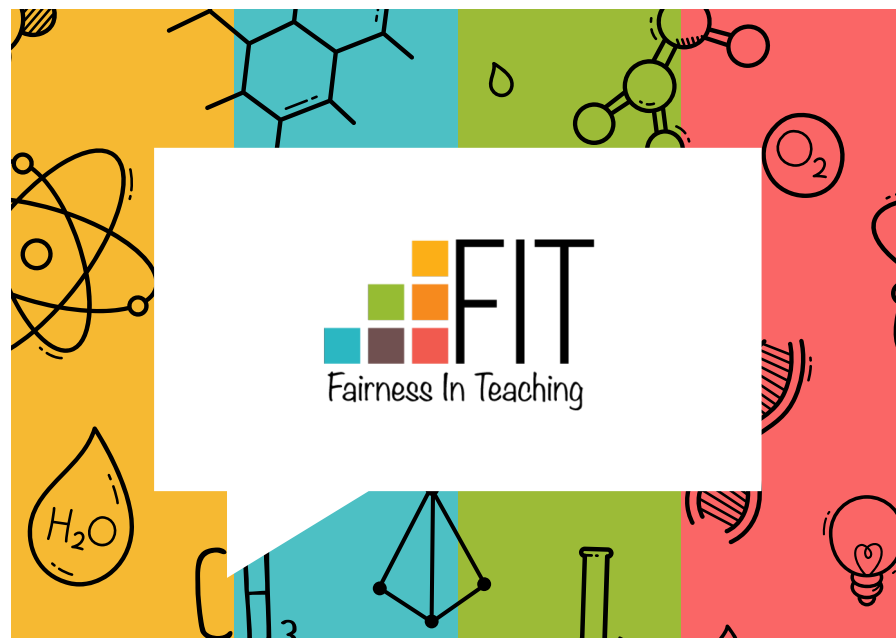
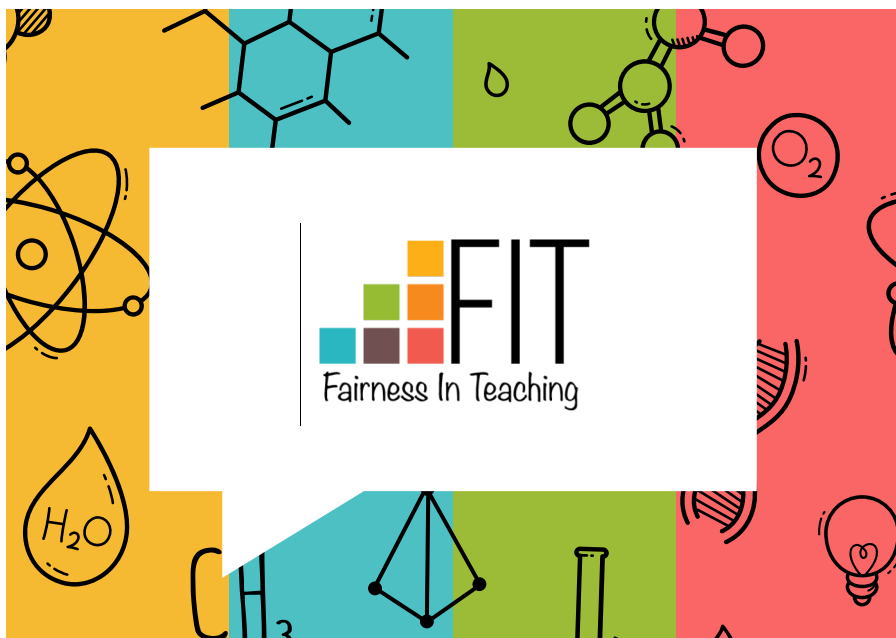
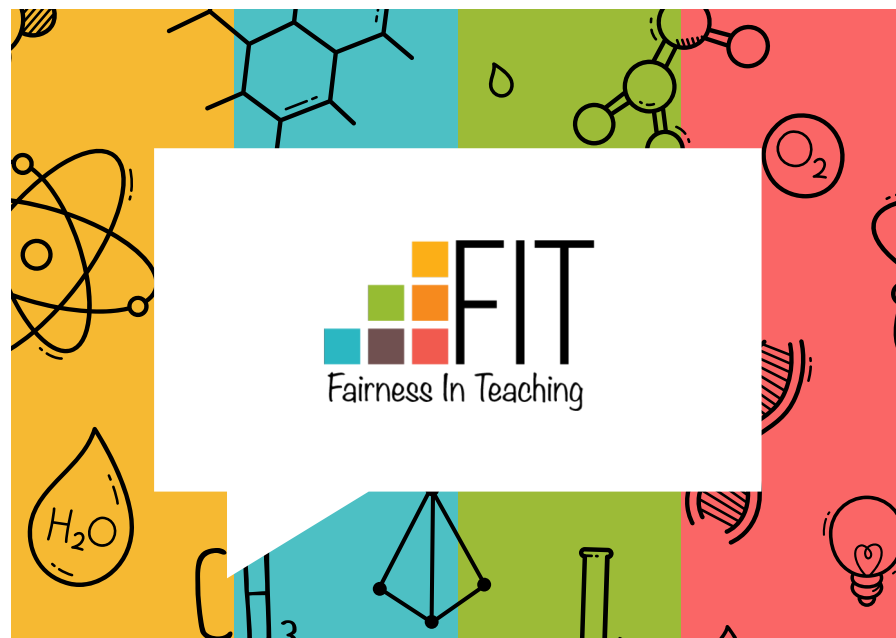
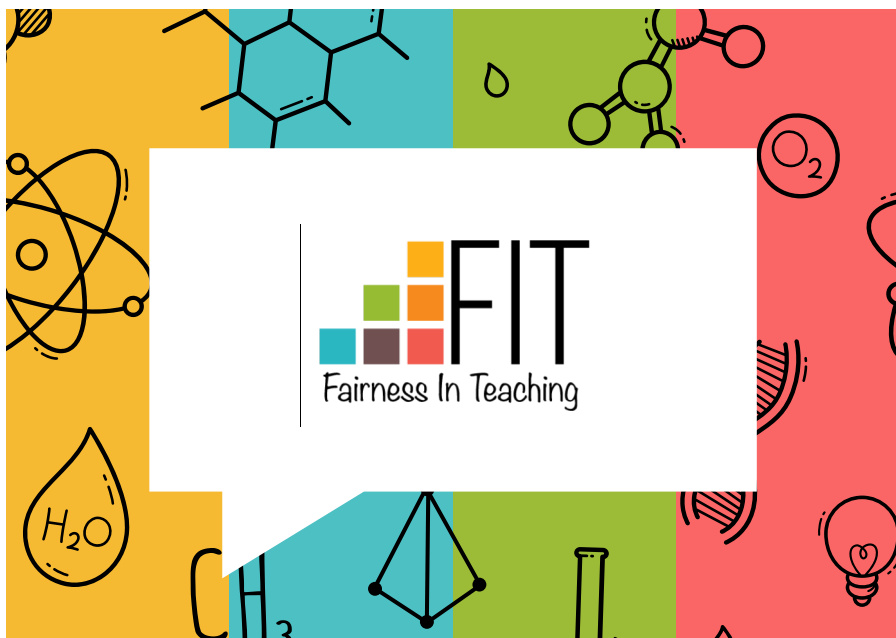
BLAISE  
PASCAL

SCIENCE'S UP

JACQUES-  
YVES  
COUSTEAU

SCIENCE'S UP

ROBERT  
OPPENHEIMER





SCIENCE'S UP

MAX  
PLANCK

SCIENCE'S UP

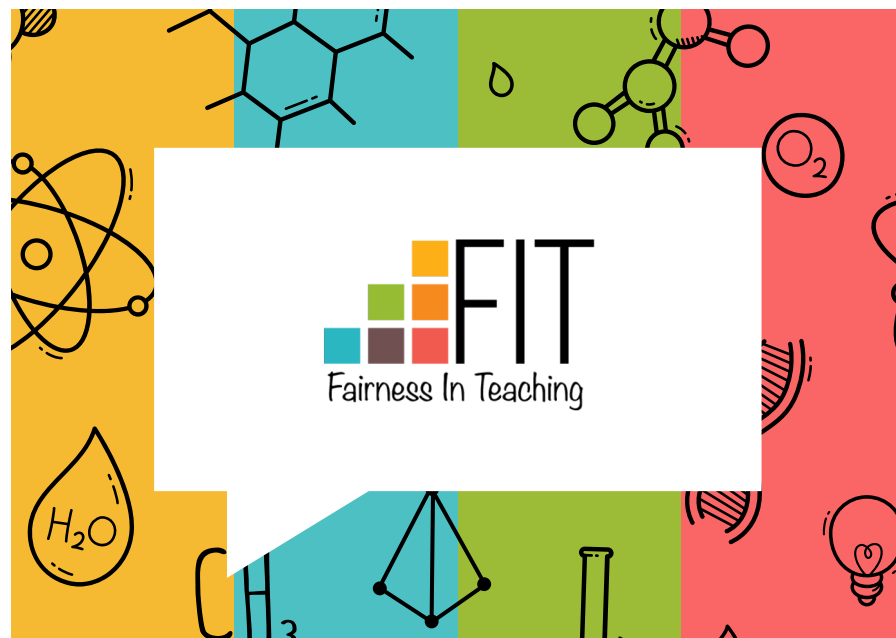
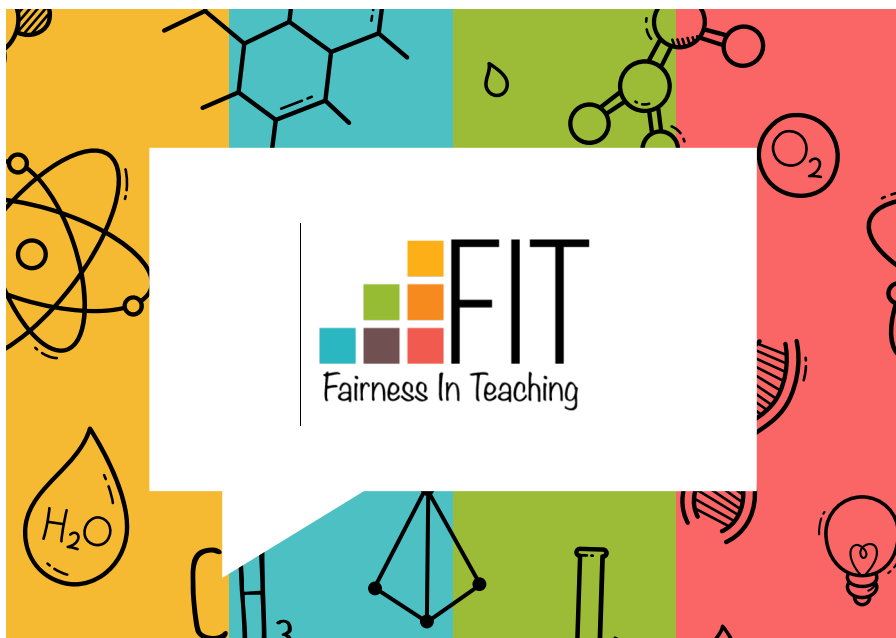
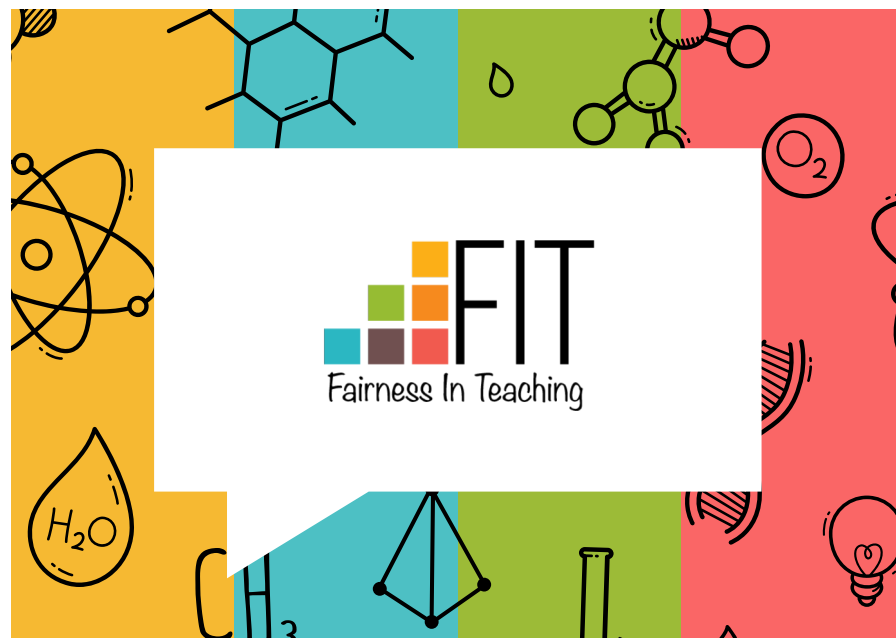
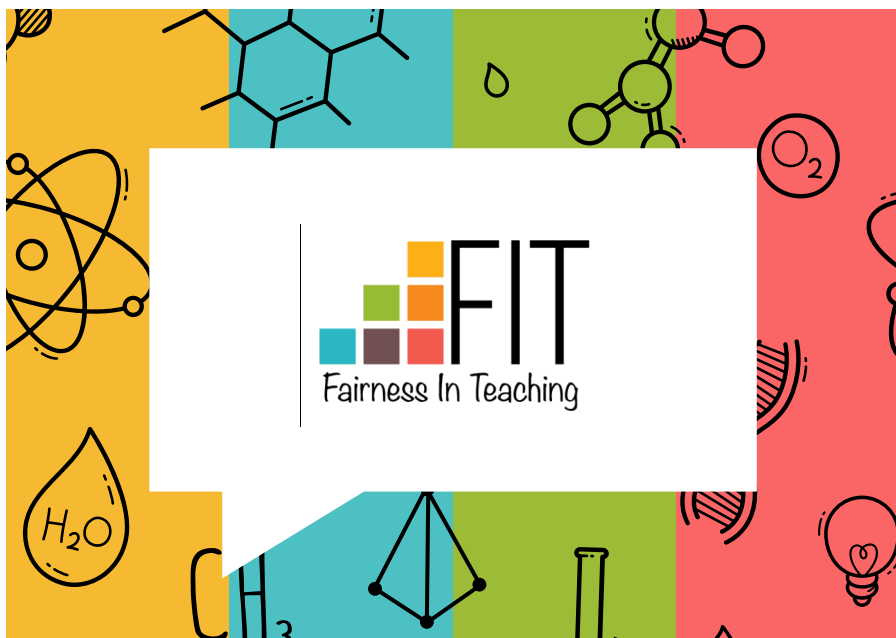
KLÄUS  
HÄSSELMÄNN

SCIENCE'S UP

RENÉ  
DESCARTES

SCIENCE'S UP

PHILIP  
EMEAGWALI



SCIENCE'S UP

ROGER  
PENROSE

SCIENCE'S UP

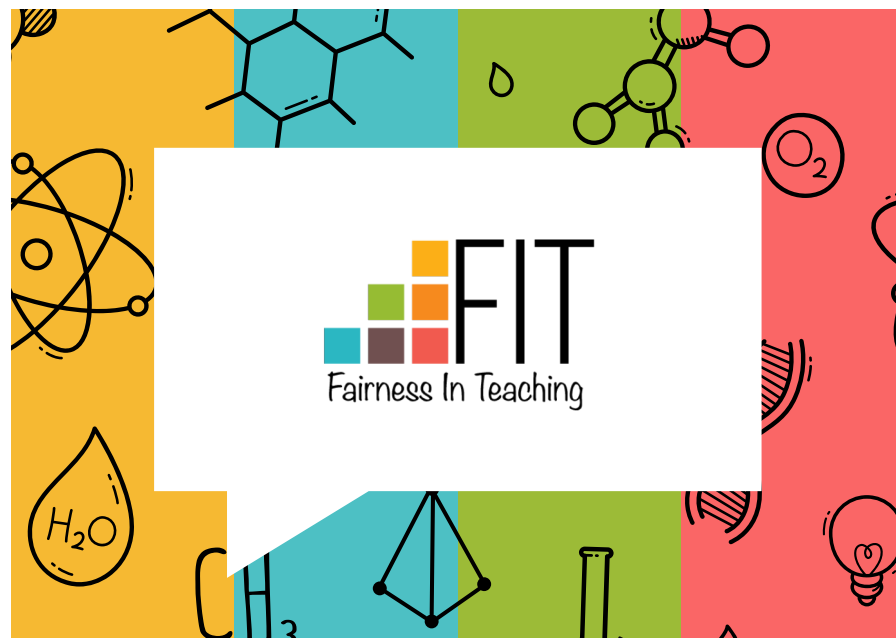
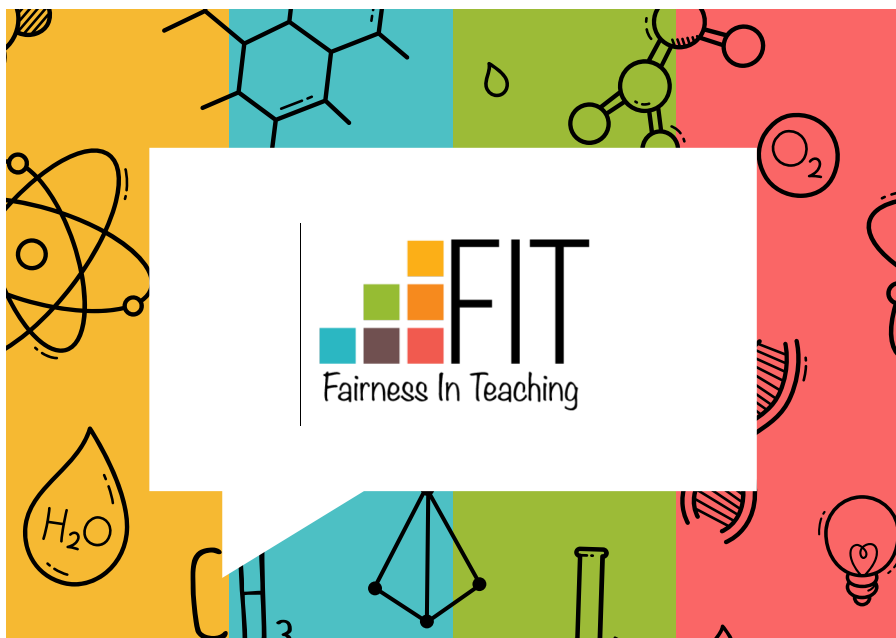
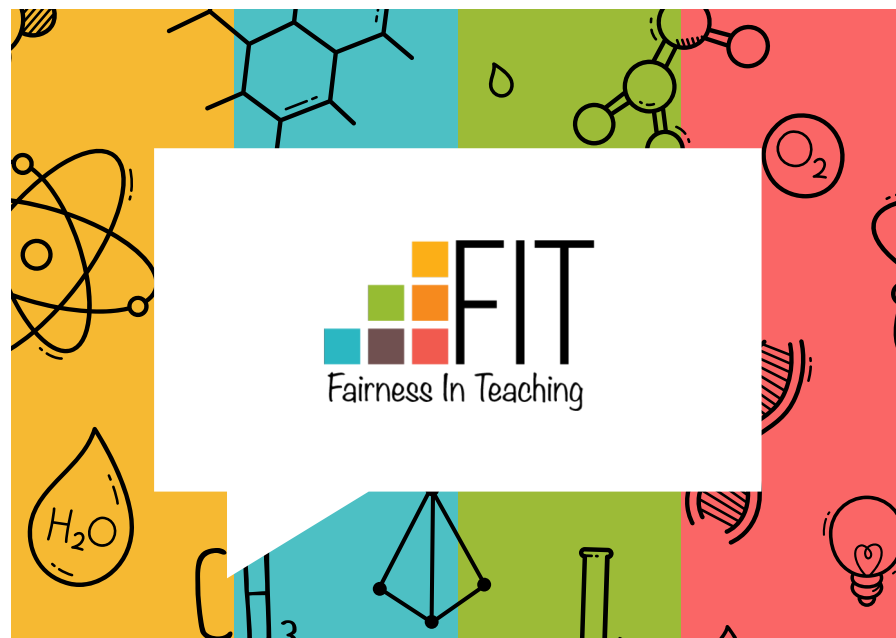
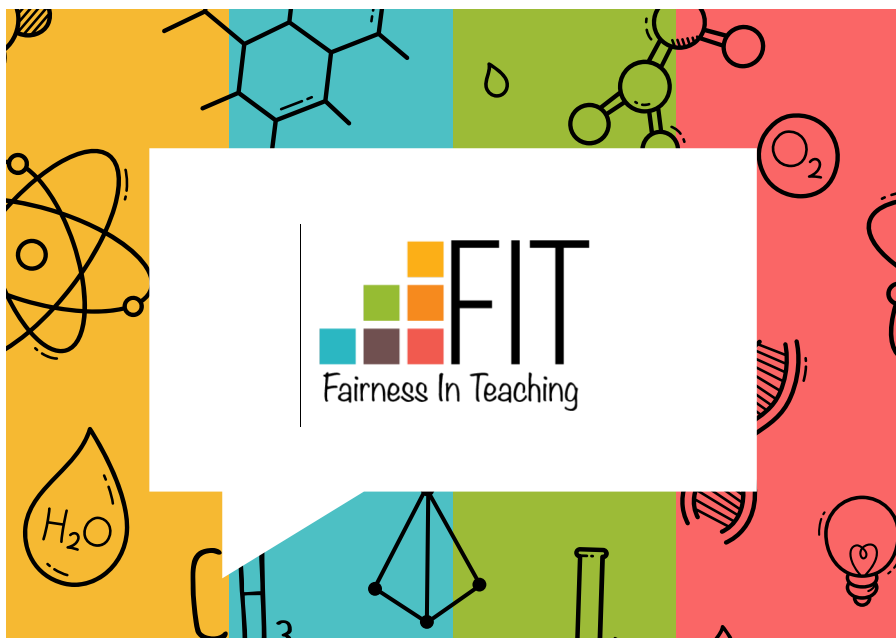
DIDIER  
QUELOZ

SCIENCE'S UP

SHUJI  
NAKAMURA

SCIENCE'S UP

TAKAOKI  
KAJITA



SCIENCE'S UP

CHRISTINA  
YANG

SCIENCE'S UP

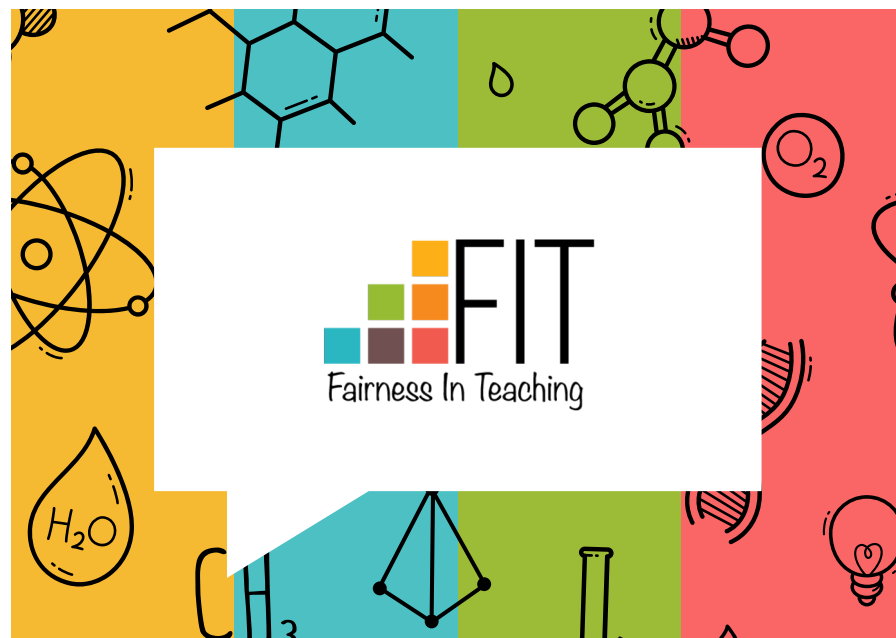
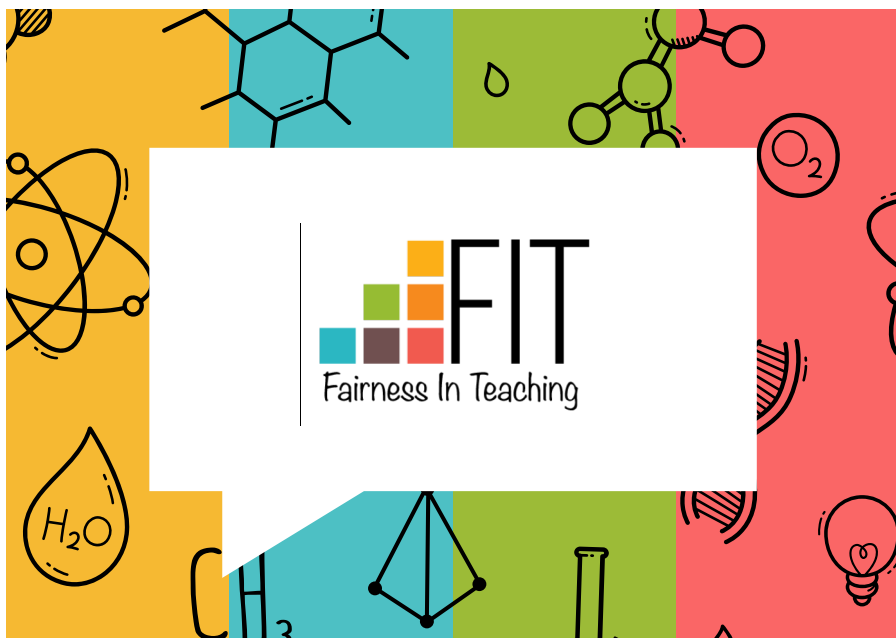
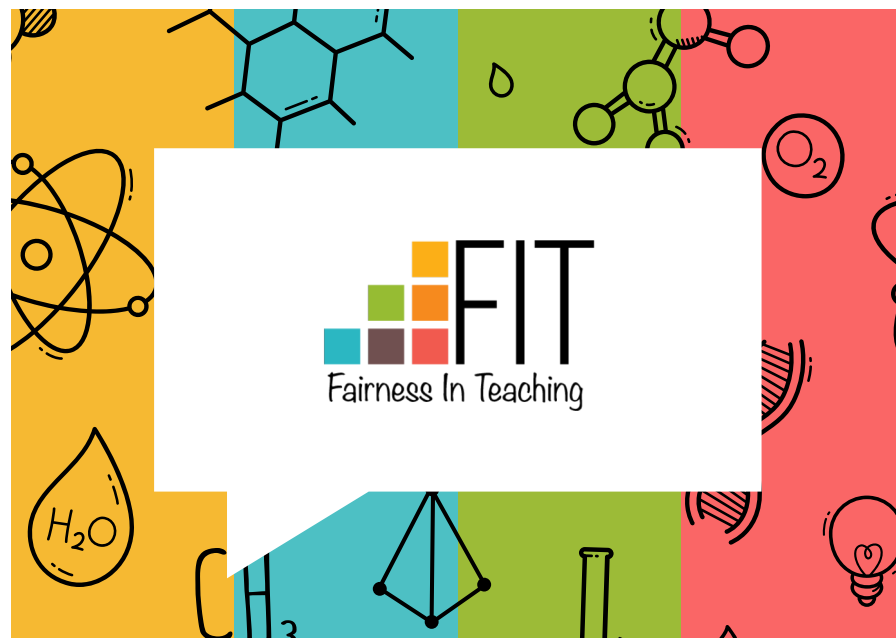
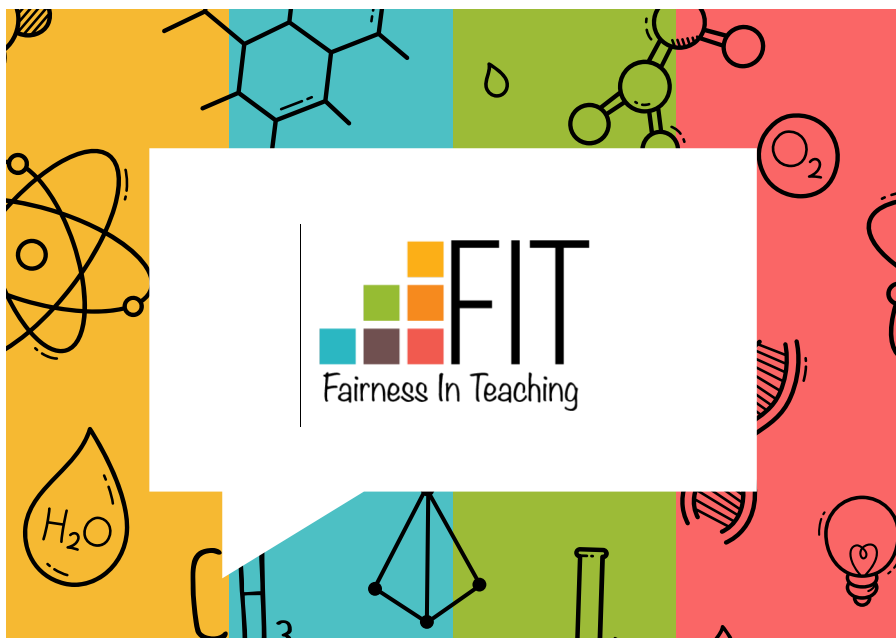
APRIL  
O'NEIL

SCIENCE'S UP

JULIA  
ODGEN

SCIENCE'S UP

SAMANTHA  
CARTER



SCIENCE'S UP

TEMPERENCE  
BRENNAN

SCIENCE'S UP

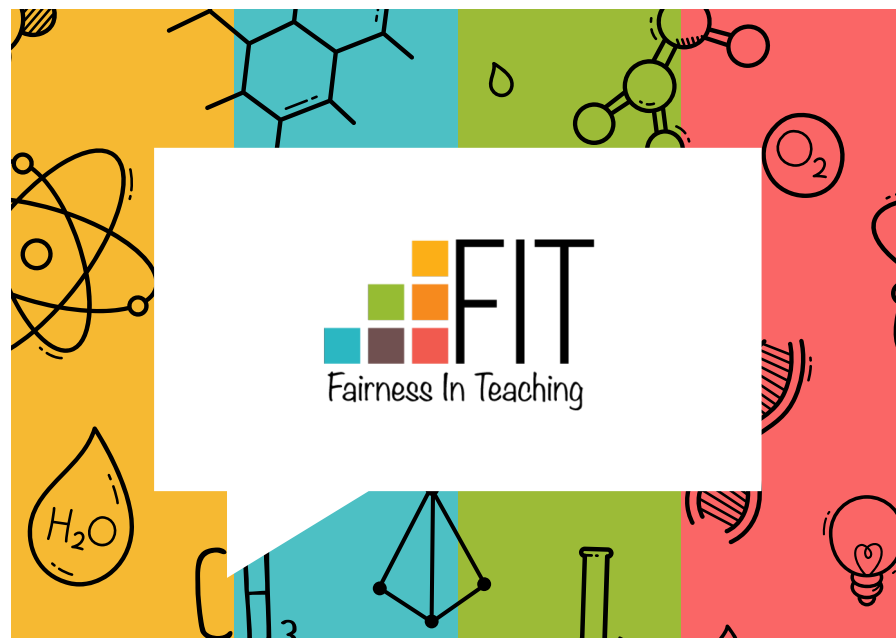
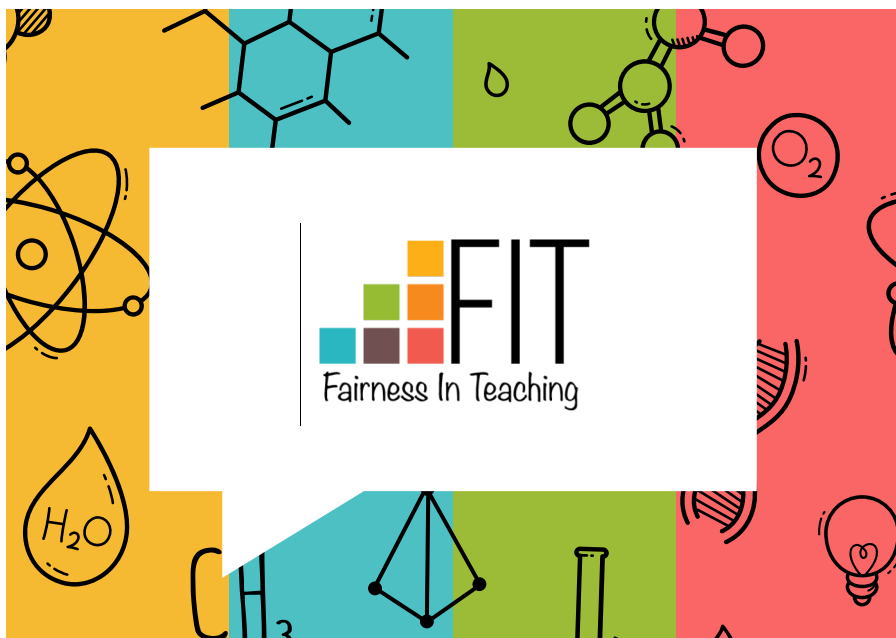
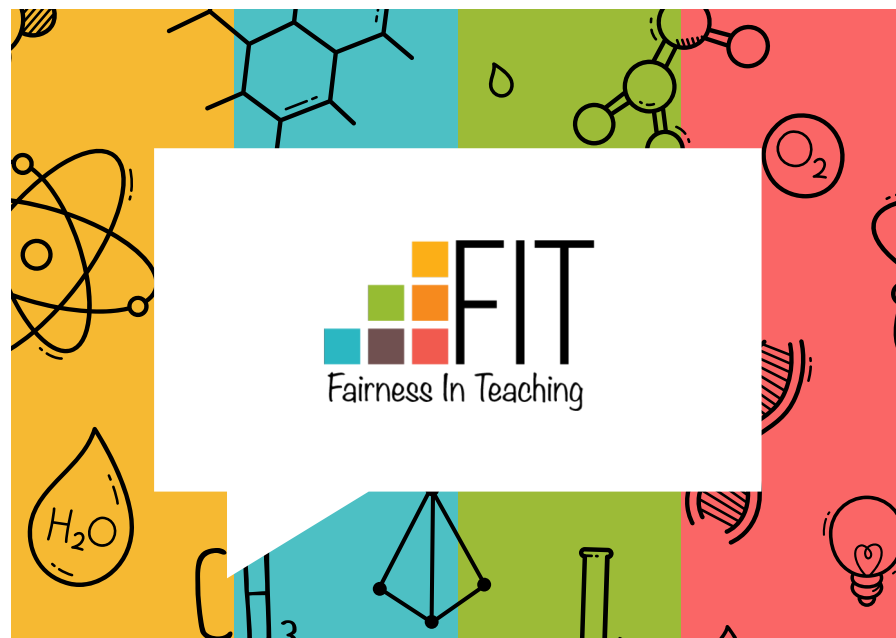
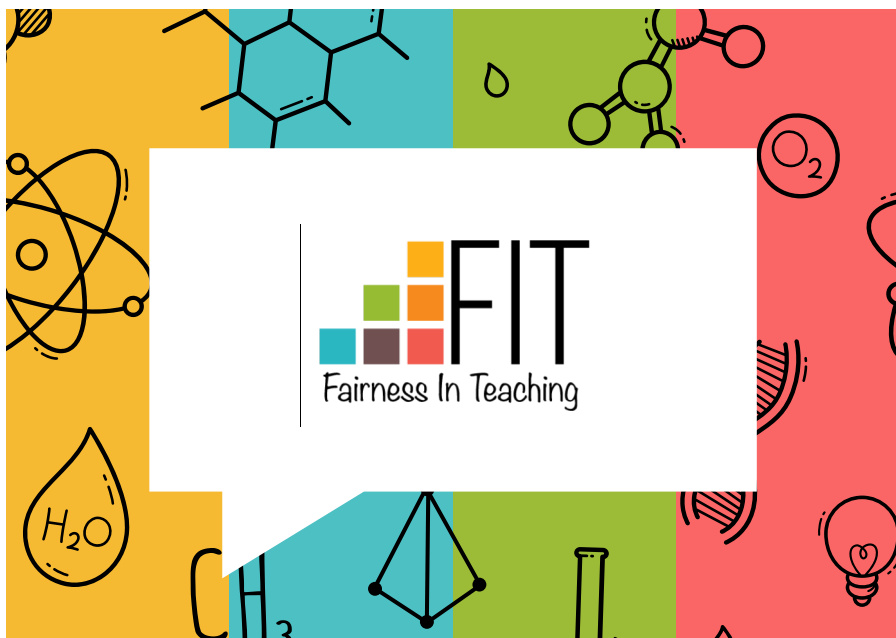
NYOTA  
UHURA

SCIENCE'S UP

ALLISON  
BLAKE

SCIENCE'S UP

SHELDON  
COOPER





SCIENCE'S UP

ROSS  
GELLER

SCIENCE'S UP

RAY  
ARNOLD

SCIENCE'S UP

PROFESSEUR  
TOURNESOL

SCIENCE'S UP

CAPITAINE  
NEMO

