



Just One is a cooperative party game where you get other players to guess
Mystery Words by writing secret clues on your easel.

Choose carefully though, since any identical clues will be canceled!

After 13 cards, calculate your score and try to set a new record
each time you play.

Setup

- 1 Shuffle the cards and **take 13** random cards to make a facedown deck in the middle of the table.
- 2 Give an **easel** and **dry-erase marker** to each player.
- 3 Randomly choose a player to be the **first active player**.



Contents: 110 cards • 7 easels • 7 dry-erase markers • this rulebook

Gameplay

The game plays over several turns and ends once the deck of 13 cards is empty. Each turn has **5 phases**.

1 Select the Mystery Word

The active player takes the top card of the deck **without looking at it** and places it on their easel so that all other players can read it.

They then announce a **number between 1 and 5**. The corresponding word is this turn's Mystery Word that the active player will have to guess.

***Note:** If you don't know the chosen word, you can ask the active player to choose a different number.*



The lip of the easel holds the card up.

2 Write clues

Everyone, except for the active player, **secretly** writes a clue on their easel. This clue must be no more than a **single word** and must also be **valid**.

A proper noun (Sherlock, Lego), compound word (merry-go-round), number (007), onomatopoeia (Riiing), acronym (FBI), or special character (\$) are all considered to be valid clues.

Invalid clues

- The Mystery Word written in a different language (*Vert* to guess *Green*)
- A word in the same family as the Mystery Word (*Princess* to guess *Prince*)
- A made-up word (*Cuppajo* to guess *Coffee*)
- A homophone of the Mystery Word (*Whether* to guess *Weather*)

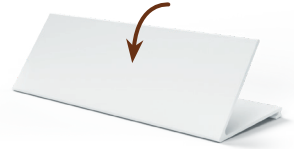
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Compare clues

Once everyone has written their clue, the active player **closes their eyes**.

Then reveal your easel and compare your clue to the other players'. **Any invalid** (see pg.2) **or identical clues are canceled**.

If all the clues are canceled, place the Mystery Word card in the game box and continue directly to phase 5 (End of the Turn)



Hide a canceled clue by laying your easel down on the table.

Identical clues

- Words in the same family (*Japan and Japanese*)
- The same words in the singular and plural (*Horse and Horses*)
- The same words with spelling mistakes (*Rhythm and Rythem*)

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Guess

After all invalid or identical clues have been canceled, ask the active player to **open their eyes**. They can now guess the Mystery Word from the remaining clues.

To do so, they can only make a **single guess**, or they can choose to pass instead.

✓ **Correct guess:** If the active player discovered the Mystery Word, the card is **won**. Place it faceup next to the deck.

⋯ **Pass:** If the active player chooses to pass their turn, the card is **lost**. Put it back in the box.

✗ **Incorrect guess:** If the active player makes an incorrect guess, the card is **lost twice**. Put this card **and** the top card of the deck back in the box.

***Note:** If there are no cards left in the deck, remove a previously won card.*



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End of the Turn

Take your easel back and erase your clue. The player to the **left** of the active player becomes the **new active player** and a new turn begins.

End of the Game

The game ends once the deck of 13 cards is empty. Count the number of won cards and compare your score to the table below to discover your level.

Won cards	Level
0-3	Eek... What happened?
4-6	Not bad. You could certainly do better.
7-8	Average. It's a good start. Try again!
9-10	Good. A first step towards glory?
11	Very good! You should be proud!
12	Impressive! You are almost champions!
13	Incredible! A perfect score!

Variant for 3 and 4 players

With 3 and 4 players, the game plays with the same rules, but with the following changes:

- Each player takes **two easels**, except for the active player who only takes one to hold the card.
- When writing clues (phase 2), write a clue on both of your easels. You therefore give **two clues each** instead of just one.

CREDITS

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