



Game rules

Message In a Bottle

A BOTTLE WITH A LETTER INSIDE WAS WASHED ASHORE BY A GIANT WAVE.

CHALLENGE YOURSELVES TO DECRYPT ITS MYSTERIOUS MESSAGES!



COMPONENTS

- ⊙ The bottle
- ⊙ 4 dice with letters:
 - 2 turquoise dice
 - 1 yellow die
 - 1 dark blue die
- ⊙ 1 effect die
- ⊙ 45 diamonds
- ⊙ This rulebook



OBJECT OF THE GAME

Be the first player to come up with a word that contains all the letters that the dice inside the bottle are showing. The correctly named word brings you 1 diamond. The first player to collect 8 diamonds wins.



CLASSIC MODE

SET UP

Remove the diamonds and the effect die from the bottle. Make a reserve by placing the diamonds on the table within reach of the players, and set the effect die aside — you won't need it for playing the classic mode. Give each player 1 diamond.

HOW TO PLAY

Shake the bottle with the letter dice inside and place it in the middle of the table so that all the players can see it clearly. After this round begins immediately: look which letters the dice are showing and rush to be the first among players to name a word that contains all the letters! Take 1 diamond if you name a word correctly.

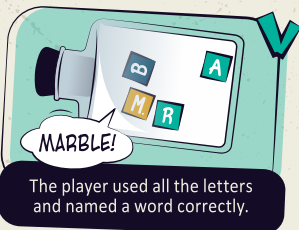
Notes:

- ➔ the words must consist of at least 4 letters;
- ➔ you may use singular nouns listed in the standard dictionary of the English language, with the exception of proper names and abbreviations;
- ➔ players cannot name the same word twice within one game.

✗ If a player makes a mistake (for example, by naming a shorter word or a verb, or not using all the letters), they lose 1 diamond and return it to the reserve. This player no longer participates in this round.

Note:

If you're obliged to lose a diamond but you don't have any, nothing happens.



Note:

if two players name a word simultaneously, the one whose word is shorter wins the round. If both players' words are of the same length, they both receive 1 diamond.

"NO WORD" RULE

If one of the players believes that there is no word containing all the letters, they may say "no word" and start a 10 second countdown out loud. If during this time no other player suggests a word, the one who said "no word" receives 1 diamond.

If one of the other players comes up with a word during this time, the player who said "no word" loses 1 diamond.

SHORTER WORD RULE

This rule is optional and can be applied in any game mode.

Each time one of the players comes up with a word, they start a 10 second countdown out loud. Meanwhile, the other players can suggest shorter words with the letters of the dice. The player who names the shortest word (consisting of at least 4 letters) wins the round.

END OF THE GAME

The game ends when one of the players receives their 8th diamond — this player is declared the winner.

EASY GAME MODE

Easy game mode is great for getting started with the game or playing with kids!

SET UP

Set aside the dark blue die. There must be 1 yellow and 2 turquoise dice inside the bottle.

All the other rules are the same as those of the classic mode.



GAME WITH EFFECTS

Ready to challenge yourselves? You can spice up the gameplay by adding an additional die — the effect die!

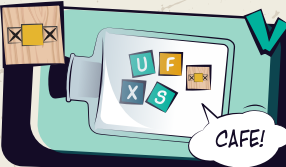
The game with effects follows the rules of the game in the classic mode with some modifications.

SET UP

Add the effect die. There must be 1 effect, 1 dark blue, 1 yellow and 2 turquoise dice inside the bottle.

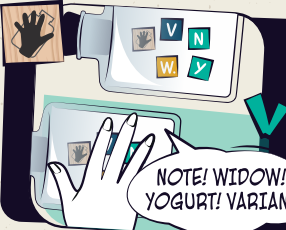
HOW TO PLAY

Each of the sides of the effect die indicates a condition that must be met when naming a word:



Name a word **with the letter of the yellow die, but without the letters of all the other dice.**

The letter of the yellow die **can't be the first or the last letter of this word.**



Be the first player to **cover the bottle with hand** and **name one word per letter die starting with each of the letters of the dice.**

- When covering the bottle be careful not to mess up the dice inside!
- It is not necessary to use the letters of the remaining dice in these words.



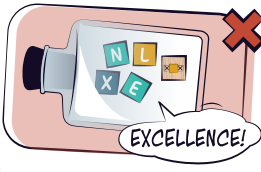
See which dice are **the closest to the neck of the bottle and furthest from it.** The letters on these two dice must be **the first and last ones in your word.**

- You can choose which of the letters will be the first or the last one.
- It is not necessary to use the letters of the other dice in these words.
- If two dice are located at the same distance you can choose either one.



Name a word following the base game rules.

If a player makes a mistake by not fulfilling the condition of the effect die, they lose 1 diamond and can't participate in this round anymore.



The player did not fulfill the condition of the effect die: instead of naming a word without the letters of the turquoise and dark blue dice, they, on the contrary, came up with a word containing all the letters. Even though the letter of the yellow die is present in the word as required, that player loses 1 diamond and can't participate in this round anymore.

PARTY MODE

Want to simplify the game while keeping the dynamic of the game with effects? Party mode is what you need!

To play the party mode follow the rules of the game with effects and slightly change the set up:

SET UP

Set aside the dark blue die and add the effect die. There must be 1 effect, 1 yellow and 2 turquoise dice inside the bottle.

GORGE! RUBBER!
UNICORN!



🌀 Urtis Šulinskas / Natalya Efremova

Art director: Anastasia Durova | Editor and project manager: Margarita Natashina

Graphic designer: Anna Medvedeva | Proofreader: Maria Kravchenko

Production managers: Yuriy Khmelevskoy, Kristina Balakirova

Special thanks to Alexander Peshkov & Ekaterina Pluzhnikova.



Red Cat Games LLC
51/1-14, Komitas Ave,
Yerevan 0014, Republic of Armenia
mail@redcatgames.am
www.RedCatGames.am
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