

2nd
Edition

ネッシーの正体

Nessie's True Identity



Instruction Manual



20 min ~



7 Age ~



2-5 Players

Can be played by 5 or more people



ippen

Create an eternal mystery.

The mysterious creature has been sighted, and it's true form is under debate! As the only witness to Nessie's True Identity you are determined to protect the romance of its myth, while providing hints to the reporters and promoting its popularity. The witness tries to make the reporters believe a false identity of Nessie at "Nessie Scoop Conference" while the reporters seek to discover Nessie's true identity... Will the truth be uncovered? Or will the mystery deepen?

Objective

One person gets to play as the "Witness". The rest of the players are "Nessie Reporters". The Witness tries to protect Nessie's true identity and make it an eternal mystery. The Reporters on the otherhand attempts to identify its true form.

Components & Preparation

What's Included

Nessie 1 / Lake 1 / Boat 1 / Counters (WHAT?) / Identity Board 1
Sighting Info Card 12 / Reporter Board 5 / Pen 5

Arrange the game pieces as shown. Keep the Sighting Info Cards face down in a pile. Place the "WHAT?" Counters flat on the table. Each person has one set of Reporter Board and Pen.



The Witness Chooses "Nessie's True Identity"

- ▶ One person gets to play as the "Witness". The rest of the players are "Nessie Reporters."
- ▶ The Witness secretly chooses "Nessie's True Identity," which can be any common noun (avoid proper nouns).
- ▶ Once chosen, write it down on the Identity Board and hide it underneath the Lake.
- ▶ The Witness acts as the game facilitator, following these steps.



Order of Play

1 Provide a Hint

The Witness flips one Sighting Info Card open, visible to the Reporters. Depending on the mark shown on the card, the Witness provides one hint to the Reporters.

*See page 6 for the detail of each mark.

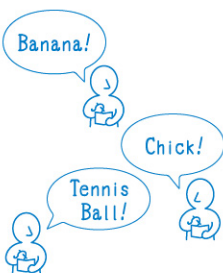


2 Reporters Make a Guess

Each Reporter makes one guess on what they think may be the true identity of Nessie. Any player may make the first guess when they are ready, raising their hand when they answer. Wait until everyone has made a guess. (A player may not make a guess that has been said previously.)

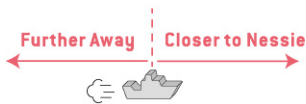
*Reporters may not ask questions to the Witnesses, but exchange of opinions between the Reporters is OK. You may write down hints and notes on your Reporter Board (see pg. 7).

Note If there is only one Reporter in the game, that single Reporter will make three guesses. If there are two Reporters, one of them will make two guesses, making three guesses in total.



3 Boat Navigation

If the correct word hasn't been guessed, the Witness chooses one of the guesses that is deemed closest to Nessie's true identity. Declare it to all players, and move the Boat closer to Nessie to the extent you think the guess was close to the answer. If there was no guess that you think moves the boat closer, pick the best among them, declare it, and move the boat further away from Nessie. The distance you move the boat is based on your own perception and judgment.



When the Boat moves, note it down on your Reporter Board. The number of times the boat moves forward accumulates as the "Base Points" and will be earned by either the Witness or the Reporters at the end of the round (see pg. 5).

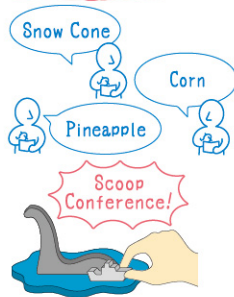
Repeat 1 to 3 until a Reporter correctly guesses Nessie's True Identity

4 Nessie's True Identity is Discovered

If the right answer is guessed, keep a poker face until all Reporters have guessed. Then, move the Boat next to Nessie and announce that one of the guesses was correct. Then, declare that "Nessie Scoop Conference" will be held.

"Nessie Scoop Conferencel" will be held!

At this stage, the Reporters will not know whose guess was Nessie's True Identity. Simultaneously, all Reporters must point to the player who they think guessed the true identity correctly. Players may point to themselves.



*The Witness does not participate in Nessie Scoop Conference.

Note) If there are only one or two Reporter players, instead of pointing to a player, at a call of 1, 2, 3, simultaneously say out loud one of the three answers available.



If more than half pointed to the correct guess

If more than half of the Reporters have pointed to the player with the correct guess, then Nessie's True Identity has been identified and the Reporters win the round. The Witness declares defeat and reveals the Identity Board.

*If there are 2 to 3 Reporters, 2, if 4 to 5 Reporters, 3 players must point to the correct answer (or say the correct answer) in order for the Reporter side to win.



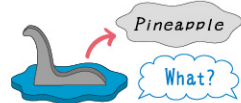
If only half pointed to the correct guess

If only half (or less) of the Reporters have pointed to the player with the correct guess, Nessie's mystery has been protected, and the Witness declares victory. If the Witness wins the game, Nessie's True Identity does not have to be revealed. It will forever remain a mystery!



5 No correct guess has been made by the end of the 5th hint

If "Nessie Scoop Conference" has not been conducted after the fifth hint, the Witness's testimonies have been judged as doubtful and the game ends there. The Witness must reveal the Identity Board to the Reporters.



Use the "WHAT" tokens as counters, standing one letter up each time you offer 1 hint to the Reporters (max 5 hints).



Calculating Points

After the end of each round, calculate points as follows and record it on the Reporter Board (see pg. 7). Everyone takes turns playing the Witness once, and the player with the highest total score at the end of the game wins as the "Best Nessinist".

Basic Points

The number of times the boat moves closer to Nessie during the game accumulates as the "Basic Points". There could be a maximum of 5 points, including when the true identity is reached. The number of times the boat moves away from Nessie is not counted as the Basic Points.

Results of "Nessie Scoop Conference"

- ☉ The true identity is revealed ► All reporters earn Basic Points
- ☉ Kept the true identity as an eternal mystery ► Only the Witness earns Basic Points

The better the hints,
the more
the Boat advances,
and the higher the
Basic Points!

Bonus Point

When the true identity is reached as a result of "Nessie Scoop Conference"

- ☉ the Reporter who made the correct guess about Nessie's True Identity gets +1 point

* Even if the Reporter who answered the identity correctly points to another Reporter at Nessie Scoop Conference, they will still receive the bonus.

Note) There is no Bonus Point when there are only 1 to 2 Reporters in the game.



3 points as Basic Points
If B guessed it correctly

A and C gets 3 points
and B gets 4 points



If Nessie Scoop Conference is not held

If the game ends without "Nessie Scoop Conference" being held after the 5th hint.

- ☉ Neither the Witness nor the Reporters score any points = 0 points

Details of the Sighting Info Cards

As long as it's related to the mark, you can give your hint in any way you like. Concrete expressions such as numbers are also okay. Blue letters are examples of hints you may use in each scenario.



Color

"Yellow inside"
"Blue at first" etc.



Time

"Seen often in summer"
"Back in the old times" etc.



Sound

"No sound at all"
"Noisy when struck" etc.



Weight

"Weighs about an apple"
"Floats on water" etc.



Flavor / Taste

"It could taste bitter"
"Dangerous if eaten" etc.



Hardness

"Breaks when hit hard"
"Slimy" etc.



Length

"Height of a little boy"
"Shrinks in time" etc.



Shape

"Round when seen from below"
"No definite shape" etc.



Smell

"Stinks after use"
"Smells tasty" etc.



Size / Width

"Fits inside this room"
"Size of your palm" etc.



Feeling

"Hurts if touched"
"Rocky" etc.



Value

"You can buy a classy car with it"
"Garbage for most people" etc.

How to Use the Reporter Board

Freely write down hints and answers, boat progress, and anything else you may want to keep note of. Organize your information well and effectively pursue Nessie's True Identity. You may also write down your current score.

[Example]

Note down hints from the Witness and guesses from the Reporters

	W	H	A	T	?
	in one hand	Yellow	Spiky	Summer	
Ike	Smart phone	Banana	Sunflower	Pineapple	
Shima	Juice	Chick	Dandelions	Corn	
Obi	Spoon	Tennis Ball	Bee	Snow Cone	

Below the table, there are three circles with arrows: Juice (right), Sunflower (left), and Banana (right). A red line with a question mark points to the 'Banana' circle. At the bottom left, there is a 'Points' section with three checkmarks and a row of 10 empty circles. At the bottom right, there is a 'Total Points' section with a red circle around the number '0'.

Record the number of times and distance the boat has advanced

Total Points

Record points earned

You can play this game with over 5 people!

One player will be the Witness and the others will be the Reporters. For each hint, the Reporters may make up to 1 guess each, but there could only be a maximum of 5 guesses in total (first come, first served). Please prepare paper and pens if there aren't enough Reporter Boards and Pens.

Game Design: Naotaka Shimamoto / Graphic Design: Yoshiaki Tomioka
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NS2-02-2021.09


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