

HANG 12

SURFER'S ETIQUETTE

Try to guess what other players think in order to catch waves. Then, ride the waves in to shore to score points. Be the first to collect twenty-four points to win!



SETTING UP THE GAME

1 Give each player a set of three **SURF BOARDS** with the same design. Place any leftover surf boards back in the game box.



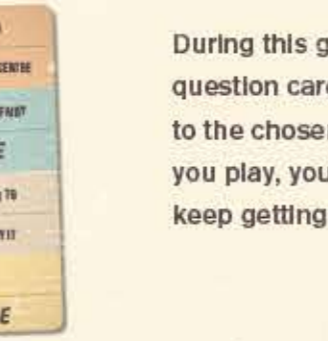
2 Place the **WAVE CARDS** in five piles in the centre of the table, one pile for each number value, with the wave side face up. Arrange the piles in ascending order, from 1 to 12.



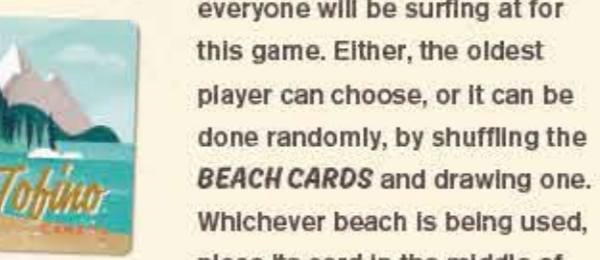
COMPONENTS

- 18 surf boards (3 per player)
- 100 question cards
- 90 wave/points cards (In denominations of 1, 3, 5, 8 & 12)
- This rule book

3 Place the deck of **QUESTION CARDS** in the centre of the table.



During this game, only the questions on the question cards bearing the **ICON** that corresponds to the chosen beach card will be used. (Each time you play, you might select a different beach so you keep getting fresh questions.)



4 Players decide which beach everyone will be surfing at for this game. Either, the oldest player can choose, or it can be done randomly, by shuffling the **BEACH CARDS** and drawing one. Whichever beach is being used, place its card in the middle of the table to remind everyone.

- HOSSEGOR
- JEFFREYS BAY
- TOFINO
- OAHU
- BLACK'S BEACH
- BONDI BEACH
- CANGGU
- CLOUDBREAK



You are surfing at Cloudbreak. Olja reads the question: "I have eaten caviar". She does that every day, so she picks her "True" surf board and places it face-down in front of her.

PLAYING THE GAME

Play is taken in turns clockwise around the table. On your turn, take a question card from the top of the deck. Read aloud the question next to the chosen beach icon, including the two possible answers.

Once you have read the question, secretly select your answer by placing your **TRUE** or **FALSE** surf board face-down in front of you, so no one can see your answer. You need to give the answer which is true for you. For example, if you have an older brother and drew the card *I have older siblings: True or False?* then you would place the **TRUE** surf board face down in front of you. Please answer truthfully, and don't bluff. To answer an A/B question, use your **TRUE** board as **ANSWER A** and your **FALSE** board as **ANSWER B**.

Every other player must also place one of their three surf boards face-down in front of them. However, they do not give their own answer, the other players must select what they think **YOU** have answered. If a player is unsure what to answer, rather than guessing, they may choose to instead place their **SURF!** surf board face-down.

Players may discuss what they think the correct answer is, but each player chooses what surf board to play face-down, in secret. When all players have chosen, turn over the surf boards, and reveal the answers.

PLAYING THE GAME

All players who selected the **SAME** answer as you return their wave card (if they have one) and take a wave card of the next greater value, placing it in front of them on the table. If they have no wave card, they simply take a 1 wave card.

All players who selected the **OPPOSITE** answer to you must return their wave card (if they have one) to the decks in the middle of the table.



David knows for a fact that Olja has never eaten caviar and places his "False" board. He gave the wrong answer and has to discard his 3 wave card.



[Insert David's partner] has no idea, but decides to take a guess. She guesses right. She has no wave card at the moment, so she takes a 1 wave card.



Sascha, informed about Olja's caviar-habits, reveals the correct answer and exchanges his 5 wave card for an 8 wave card.

PLAYING THE GAME

Helko has no clue if Olja has ever eaten Caviar. He already is surfing a 5 wave from the last rounds, and decides to ride it safely to shore instead of risking it for an 8 wave.

He reveals his "Surf!" surf board, flips his 4 wave to its relax side, and places it a bit off to the side.



All players who selected their **SURF!** board, turn their wave card over to show they successfully rode the wave in to shore. The number on the card now counts towards the player's score.

Wave cards do not count towards your score unless you play your **SURF!** board and turn the wave card over. Once wave cards are turned over, they are never returned to the center of the table - you cannot lose points. On the turn after playing their **SURF!** card, the player will take a new number 1 wave card if they guess a correct answer. Keep your turned over points cards separate from the wave card you are currently riding.

You, as the person who read the question, do **NOT** do anything with your wave card this turn.

WINNING THE GAME

The game ends as soon as one player has scored 24 (or more) points. That player is the winner. However, you can only win the game when riding the biggest of waves. That is, your winning turn must be when playing your **SURF!** board with an 8 or 12 size wave card, and no less.

In the case of a tie, the tied player closest in seating order to the starting player is the winner.

HANG 12

If a player has a 12 wave card and answers correctly, they turn over the 12 wave card, scoring 12 points, and immediately take a new 1 wave card. This is known as a **Hang 12!**

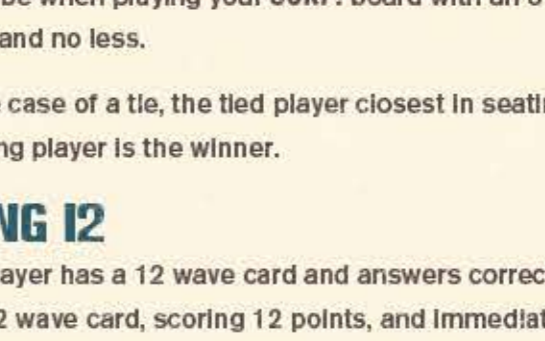
CHANGING THE GAME LENGTH

If you wish, you can play a longer game by changing the winning score to 36 points.

NOTES

If one of the wave card piles is getting low, you may trade in any wave cards you have already turned over and scored. For example, you may swap a 3 and a 5 card you have scored for an 8 from the center of the table.

If you are playing with a group that does not know each other well, you may like to introduce the rule that if all players answer incorrectly, then no one loses their wave card.



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CREDITS

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For more information on Hang 12, discussion forums and videos, please visit www.grailgames.com.au & www.boardgamegeek.com

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Warning: Choking hazard! Keep away from children under the age of 3. Please keep this information for future reference.

