

PINPOINT

THE GAME OF CLEVER COMPARISONS

OVERVIEW

PinPoint is a guessing party game that can be played in three distinct game modes: **1-100**, **1-10**, and **LEAST-MOST**. See the brief descriptions below to learn more and refer to the specific Game Mode Rulebooks for how to play.

1-100

2+ players • Competitive or Cooperative • Recommended for all groups

The recommended starting game mode. One player gives a clue to help the other players guess a specific number between 1 and 100, and it can easily be adjusted to playing competitively (3+ players) or cooperatively (2+ players).

1-10

3+ players • Competitive teams • Recommended for an even number of players

The best game mode to get to know other people. Teams of two answer questions on a scale of 1 to 10 and win by answering similarly.

LEAST-MOST

4+ players • Competitive • Recommended for larger groups

The quickest game mode to learn. Vote which famous character (or player) is least and most likely to do something. Consistently pick the most popular answers to win.

CREDITS

Game Design & Development:

Brett Sobol & Seth Van Orden

Graphic Design:

Matt Paquette Co.



Thanks:

Tania, Grace, Maverick, and Hope Van Orden, Tessa and Cedric Sobol, Alvin and Tammy Van Orden, Miriam and Henry Van Orden, Garr and Sally Van Orden, Katie and Jeff Butler, Doug and Kim Gardner, Parker and Jess Heiner, Charlie and Allie Page, Stephanie and Austin Secrist, the Wostbrock Family, Ammon Van Orden, Charlie and Alyi McGlynn, Tom Vasel, Sen-Foong Lim, Jon Purkis

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✉ contact@nauvoogames.com

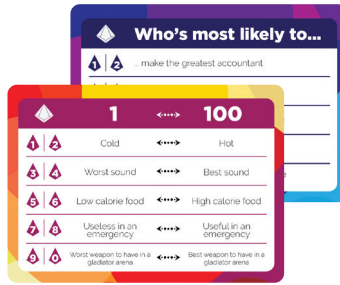
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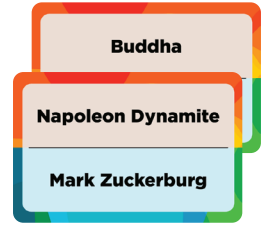
COMPONENTS



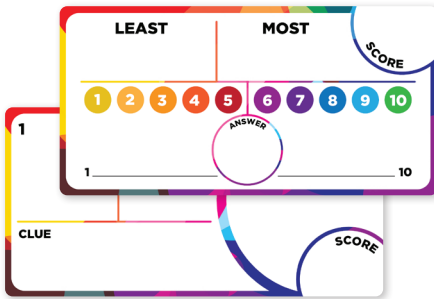
28 Number Cards



54 PinPoint Cards



80 Character Cards
(6 Blank)



8 Dry Erase Boards



3 Game Mode Rulebooks



2 Character Boards



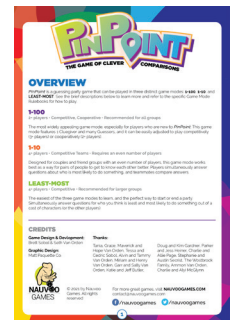
8 Markers



8 Player Tokens



1 Die



1 Game Overview

PINPOINT

THE GAME OF CLEVER COMPARISONS

1-100

2+ players • Competitive or Cooperative • Recommended for all groups

SUMMARY

In 1-100, players either compete individually or cooperate as a single team to score as many points as possible. Throughout the game, players may earn points depending on their role:

CLUEGIVER: Get everyone else to guess the Secret Number between 1-100.

GUESSERS (all other players): Guess the Secret Number.

SETUP

1. Decide whether you will play competitively (3+ players) or cooperatively (2+ players). If you can't decide, we recommend playing competitively.
NOTE: The gameplay is identical aside from scoring.
2. Shuffle the **Number Cards** and place them in the middle of the table *face down*.
3. Shuffle the **PinPoint Cards** and place them in the middle of the table with the 1-100 side *face up*.
4. Give each player a **Dry Erase Board** and **Marker**.
NOTE: If playing with more than 8 people, substitute with pencil and paper.
5. Choose one player to be the Cluegiver for the first round. Give them the **Die**. All other players begin the game as Guessers.

GAMEPLAY

The game is played in consecutive rounds. Each round is divided into 6 phases.

IMPORTANT: The gameplay rules below are best for teaching 1-100. Don't forget to read the Playing Simultaneously section once you get the hang of it.

PHASES OF PLAY

1. SELECT A COMPARISON

The Cluegiver draws a PinPoint Card, chooses a 1-100 Comparison, and reads it aloud.

NOTE: The Cluegiver may also use the Die to randomly choose a 1-100 Comparison.

TIP: Guessers should make brief notes of the Comparison in the 1-100 section of their Dry Erase Boards.

		1	<---->	100
1	2	Slow	<---->	Fast
3	4	Unforgivable	<---->	Forgivable
5	6	Boring sport to watch	<---->	Exciting sport to watch
7	8	Person you could not live with	<---->	Person you could not live without
9	0	Most dangerous country to visit	<---->	Safest country to visit

1-100 Comparison

2. DETERMINE SECRET NUMBER

The Cluegiver draws a Number Card and rolls the Die to determine the Secret Number between 1-100. **Keep it secret.** Place the Die and the Number Card facedown nearby in case they need to be referenced again.

NOTE: The Cluegiver may also write with their Marker on the Number Card to help them remember.

IMPORTANT: Do not change the Comparison after determining your Secret Number.



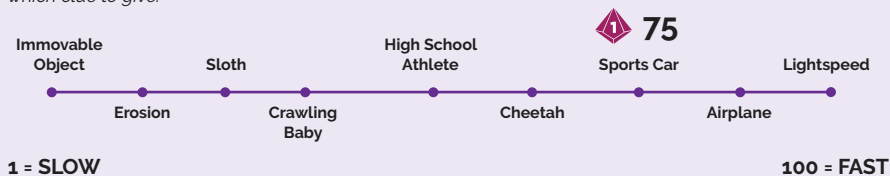
TIP: Numbers 1-10 and 91-100 can be found twice on the Number Cards. All other numbers can be found three times.

3. GIVE A CLUE

The Cluegiver says a clue aloud to help other players guess the Secret Number using the 1-100 Comparison. Clues are not restricted by the number of words, but there are some restrictions (see Invalid Clues). If a Cluegiver uses an Invalid Clue, select a new Secret Number and try again.

EXAMPLE: The Cluegiver has the 1-100 Comparison shown above and the Secret Number of 75. Because 75 is closer to 100 than it is to 1, the Cluegiver says "Sports Car."

TIP: It can be helpful if the Cluegiver establishes mental reference points for their Comparison. For example, if the Cluegiver were given 100 as the Secret Number, then the fastest thing ever should be given as a clue. Below is an example of mental reference points a Cluegiver might think about to decide on which clue to give.



INVALID CLUES:

- X Numbers** "The year 1923" or "5 Monkeys." Saying the Secret Number is also invalid. Nice try!
- X Directions** "All the way to the right" or "Just left of center."
- X Key Comparison Words** Clues that use Comparison wording verbatim so as to clearly give away where on the spectrum the Secret Number falls. Using the example above, "Slow" or "Fast" would be invalid.
- X Unrelated Clues** "Neutral," "Maximum," or other clues that aren't specific or relevant to the category.

DISCOURAGED CLUES: While not strictly invalid, Cluegivers should avoid using the following:

- X Nudging Words** "Very," "Almost," or other words that overtly or subtly bias Guessers toward numbers. If the Secret Number had been 97 in the previous Fast or Slow example, the Cluegiver might have been tempted to say, "Almost lightspeed." This is discouraged. If you feel "Lightspeed" is 100, then try to think of something more specific to help a Guesser get to 97 (e.g., particle accelerators) instead of applying a nudging word.
- X Comparison Synonyms** Similarly, using a synonym to bias guessers toward one half of the spectrum is discouraged (e.g., "Speedy sports car"). Instead, the Cluegiver should just say "Sports car" and let the Guessers determine if that is Fast or Slow.

4. GUESS

All guessers privately write down a guess (1-100) for the Secret Number on their Dry Erase Boards. During this time, the Cluegiver may repeat the clue or 1-100 Comparison but are otherwise not allowed to communicate with the Guessers at all. Likewise, Guessers may not discuss their guesses.



5. SCORE

Reveal the Secret Number and all guesses.

REMINDER: Scoring is different when playing competitively and cooperatively. See below.

Competitive Scoring

The Cluegiver and Guessers score points as follows.

CLUEGIVER:

- **+1 point** if any Guesser is within 10 of the Secret Number. *If the Secret Number was 75, the Cluegiver would earn +1 point for any guess 65-85.*
- **+1 point** if any Guesser got the Secret Number exactly.
- **+1 point** if enough Guessers are within 10 of the Secret Number (see Table).

Number of Guessers	Enough Guessers
1	1
2-4	2
5-6	3
7+	4

GUESSERS:

- **+1 point** if within 10 of the Secret Number.
- **+1 point** for guessing the Secret Number exactly.
- **+1 point** for being closest to the Secret Number. If tied, all tied players earn +1 point.

Players may earn a maximum of 3 points in a single round. Each player should record their points scored on their Dry Erase Board and keep track of their total points scored during the game.

EXAMPLE: *If the Secret Number was 75, players earn the points below based on the following guesses. **Guesser 1:** 65 = 1 point, **Guesser 2:** 75 = 3 points, **Guesser 3:** 87 = 0 points, **Cluegiver:** 3 points (+1 point for a guess within 10, +1 point since Guesser 2 guessed the Secret Number, and +1 point since 2 of the 3 Guessers are within 10).*

Cooperative Scoring

Pick a player to be the team Scorekeeper. They will score points for the team as follows:

SCOREKEEPER:

- **+1 point** for each Guesser within 10 of the Secret Number. *If the Secret Number was 75, the Scorekeeper would add +1 point for any guess 65-85.*
- **+2 points** for each Guesser who matches the Secret Number exactly.
- **(2-3 players only) +1 point** for each Guesser within 20 of the Secret Number.

6. ROUND END

The Cluegiver discards the PinPoint Card so that the 1-100 side is face down. The PinPoint Card discard pile will mark the number of rounds played. Rotate the Cluegiver clockwise and begin the next round.

GAME END

The game ends after a number of rounds depending on the player count (see table below).

Player Count	Total Rounds
2	4 per player
3	3 per player
4-6	2 per player
7+	1 per player

COMPETITIVE: The player(s) with the most points at the end of the game is the winner. Optional tiebreaker: Keep playing until one player breaks the tie.

COOPERATIVE: The Scorekeeper compares the total team score to the table below to determine your team's ranking.

Player Count	Rank						
	Keep Trying	Beginner	Amateur	Heroic	Epic	Legendary	Mythical
2	0-3	4-5	6-7	8-9	10-11	12-13	14+
3	0-5	6-9	10-13	14-17	18-21	22-24	25+
4	0-5	6-9	10-13	14-16	17-19	20-23	24+
5	0-9	10-14	15-21	22-26	27-31	32-36	37+
6	0-13	14-21	22-30	31-38	39-46	47-54	55+
7	0-9	10-14	15-21	22-26	27-32	33-37	38+
8	0-12	13-19	20-28	29-35	36-42	43-49	50+

NOTE: For groups with 9 or more, reduce your total score by 8 points per player above eight. Then compare to the table as if you had 8 players.

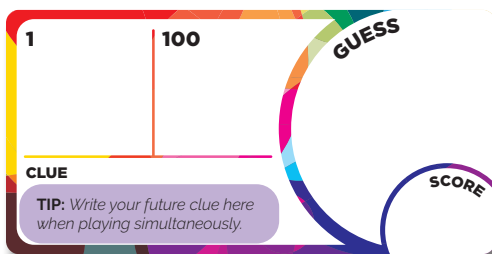
PLAYING SIMULTANEOUSLY

During a normal game, there can be a lot of downtime when Cluegivers are thinking of a good clue. We strongly recommend making the following adjustments to the phases of play once everyone has a feel for the game so that all players can come up with their clues at the same time.

- Select a Comparison.** Deal 1 PinPoint Card to each player. Then each player simultaneously selects their 1-100 Comparison. We recommend making a mark with your Marker on the PinPoint Card next to your chosen 1-100 Comparison to not forget your selection.
- Determine Secret Number.** Deal 1 Number Card to each player. Each player simultaneously determines their Secret Number. Again, make a mark on the Number Card to not forget.
- Give a Clue.** Each player simultaneously writes down a Clue at the bottom of their Dry Erase Board to give on their turn.

NOTE: Other players may see your clue when playing simultaneously. Don't worry, it doesn't spoil anything.

When all players have completed the steps above, players then take turns being the Cluegiver and Guessers as normal. However, you no longer need to wait for the next player to come up with their clue. Simply continue to follow this new pattern until the end of the game.



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1-10

3+ players • Competitive teams • Recommended for an even number of players

SUMMARY

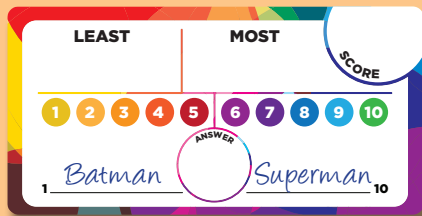
In **1-10**, players compete in teams of two to score as many points as possible by answering questions similarly to their teammate. We recommend playing **1-10** with an even number of players, but it is possible to play with an odd number of players (see page 4 for rules adjustments).

SETUP

1. Shuffle the **PinPoint Cards** and deal a number of them to each player. For 4 players, deal 2 cards each. For 6+ players, deal 1 card each. Place the remaining PinPoint Cards in the Game Box.
2. Give each player a **Dry Erase Board** and **Marker**.
NOTE: If playing with more than 8 people, substitute with pencil and paper.
3. Divide the players into teams of 2.
4. Each team chooses a Comparison (see How to Pick A Comparison). Each teammate should note their Comparison on their Dry Erase Boards. Different teams will likely choose different Comparisons.
5. Choose one player to be the Active Player. Give them the **Die**.

HOW TO PICK A COMPARISON:

A Comparison is formed by selecting any two people (real or fictional) and assigning them to either 1 or 10. Teammates must have the exact same Comparison and use the same number to represent each person being compared. Once setup, a team uses their Comparison for the entire game.



COMPARISON RECOMMENDATIONS:

For your first game, we recommend picking real people – usually the two teammates – for your Comparison. However, if teammates don't know one another very well or wish to avoid confrontations arising from potential answers, then you may wish to choose an alternative Comparison (e.g., mutual friends, grandparents, fictional characters). When choosing an alternative Comparison, consider the following:

- Teammates should have sufficient knowledge of the people chosen as their Comparison.
- The Comparison should not consist of polar opposites (e.g., Batman or Joker). This helps to avoid consistently answering questions on the ends of the scale.
- The Comparison should not be too similar (e.g., Michael Jordan or Scottie Pippen), so teammates do not consistently answer questions in the middle of the scale.

GAMEPLAY

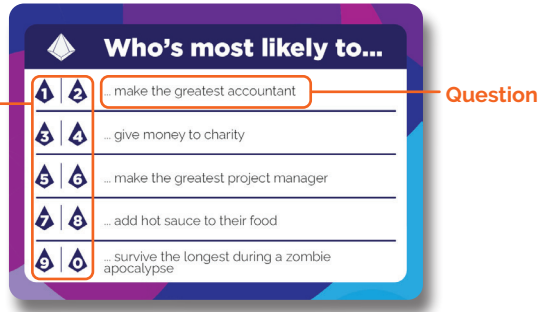
The game plays out in consecutive rounds. Each round is divided into 4 phases.

PHASES OF PLAY

1. SELECT A QUESTION

The Active Player chooses one of their PinPoint Cards, rolls the Die, and reads the corresponding Question on the "Who's most likely to..." side aloud.

NOTE: *The Active Player may alternatively choose a Question, but we caution against selecting a Question that's knowingly easier for you and your teammate to answer.*

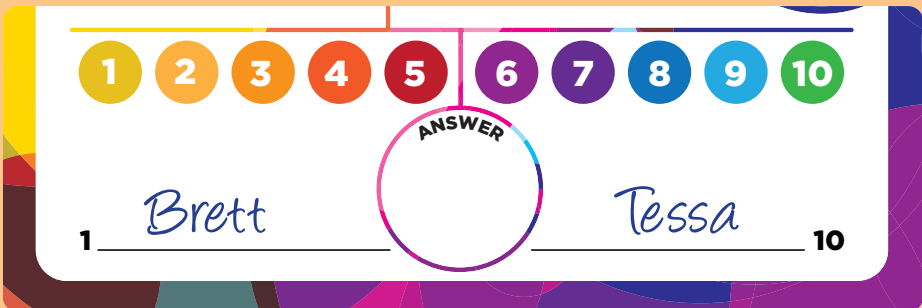


2. WRITE ANSWERS

All players privately write a whole number (1-10) based on their chosen Comparison. Teammates may not discuss the Question or answers prior to scoring.

HOW TO ANSWER QUESTIONS:

Brett and Tessa are teammates who have chosen themselves for their Comparison as shown below. As a reference, an answer of 1 would mean Brett is extremely likely to do something and Tessa is extremely unlikely, whereas an answer of 6 means Tessa is slightly more likely than Brett to do something. Keep in mind that you must decide who is most likely by answering in whole numbers – it is not possible to answer 5.5. For additional clarification, see scoring example.



3. SCORE

All players reveal their answers. Teammates compare answers and score points as follows.

- **+1 point** if teammates answer on the same side of the middle line.
If one teammate answered 3, then the team would earn +1 point if the other teammate's answer was 1-5.
- **+1 point** if teammates answer within 1 of each other.
If one teammate answered 5 and the other answered either 4, 5, or 6, then the team would earn +1 point.
- **+1 point** if teammates answer exactly the same number.

Teammates share the same score. One or both teammates should keep track of their team's total score.

EXAMPLE:

Brett and Tessa are teammates on Team 1. Charlie and Aliy are teammates on Team 2. During Setup, the players chose themselves for their Comparisons as shown on their Dry Erase Boards below.

During the round, Brett selects Question: Who is most likely to survive the longest during a zombie apocalypse? All players secretly write down their answers and score as follows.

Brett answers **7**. Tessa answers **8**. This means both teammates believe Tessa is most likely to survive the longest, but Tessa believes she is slightly more likely to survive the longest. Brett and Tessa score 2 points (+1 point for answering within 1 of each other and +1 point for being on the same side of the middle line).

Charlie answers **2**. Aliy answers **6**. This means they disagree on who is most likely to survive the longest. Charlie believes he is much more likely to survive the longest, while Aliy believes it's slightly more likely to be her. Charlie and Aliy score no points.

Who is most likely to survive the longest during a zombie apocalypse?

TEAM 1

TEAM 2

Team	Player	Answer
TEAM 1	Brett	7
	Tessa	8
TEAM 2	Charlie	2
	Aliy	6

4. ROUND END

The Active Player discards the current PinPoint Card. Rotate the Active Player clockwise and begin the next round.

GAME END

The game ends after all players' PinPoint Cards have been discarded.

The team(s) with the highest score wins.

Optional tiebreaker: *Continue playing until one team breaks the tie.*

SPIRIT OF THE GAME:

This game mode shines at revealing similarities or differences of thought between teammates. Faithfully answering each Question is critical to 1-10. The rules as written do not prevent teammates from answering in ways that help them maximize points (e.g., answering 1 or 10 for every Question). However, these answering methods are against the spirit of the game.

ADJUSTMENTS FOR AN ODD NUMBER OF PLAYERS:

Changes to Setup

Do not divide players into teams of 2. Instead, each player will compete individually to win. Deal 2 PinPoint Cards to each player for 3-5 players, and 1 PinPoint Card each for 6+ players. Do not pick Comparisons during Setup (see below).

Changes to Select A Question

When the Active Player selects a Question they also pick a Comparison to go with it (see How to Pick A Comparison on page 1). This Comparison will be used by all players during the Write Answers phase. In future rounds, the Active Player may use the same Comparison or change it.

Changes to Write Answers

Players attempt to guess the most popular answer (1-10).

Changes to Score

All players reveal their answers and score points as follows:

- **+1 point** per player who answered within 1 of your answer (not including yourself).
If you answered 3, then you would receive +1 point for each other player that answered either 2, 3, or 4.
- **+1 point** per player who answered exactly the same number as you (not including yourself).

PINPOINT

THE GAME OF CLEVER COMPARISONS

LEAST-MOST

4+ players • Competitive • Recommended for larger groups

SUMMARY

In **LEAST-MOST**, players compete to score as many points as possible by correctly choosing the most popular answers to different questions.

IMPORTANT: LEAST-MOST can be played in two different ways - Characters Cards and Pointing. It is easiest to learn the rules for both by explaining the Character Cards first. However, we recommend reading the Pointing rules (see page 4) and starting with this variant when your game group knows each other well and doesn't mind a little confrontation.

SETUP

1. Shuffle the **PinPoint Cards** and deal a number of them to each player. For 4 players, deal 2 cards each. For 5+ players, deal 1 card each. Place the remaining PinPoint Cards in the Game Box.
2. Layout the **Character Boards** in the middle of the table.
3. Shuffle the **Character Cards** and deal 6 faceup next to the numbered spots on the Character Boards. Tuck the Character Cards underneath the Character Boards so that only the top half of the Character Card is showing. Place the remaining Character Cards in a stack in the middle of the table.
NOTE: If one or more players doesn't recognize the Character, then either explain it, look it up, or draw a new Character Card.
4. Give each player a **Dry Erase Board, Marker,** and **Player Token.**
NOTE: If playing with more than 8 people, substitute with pencil, paper, and any token that can represent a player.
5. Choose one player to be the Active Player. Give them the **Die.**



GAMEPLAY

The game plays out in consecutive rounds. Each round is divided into 4 phases.

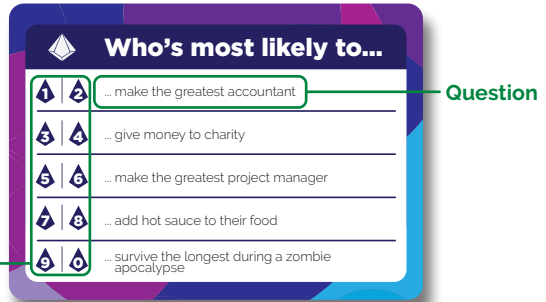
PHASES OF PLAY

1. SELECT A QUESTION

The Active Player chooses a Question from their PinPoint Card and reads it aloud.

IMPORTANT: Instead of reading the Question as written, read it as "Who's least and most likely to..."

NOTE: The Active Player may also use the Die to randomly choose a Question.



2. WRITE ANSWERS

Using the 6 faceup Character Cards, all players privately determine "Who's least likely to..." and "Who's most likely to..." based on the Question, writing their answers on their Dry Erase Board. Players may not discuss the Question or answers prior to scoring.

NOTE: Players may choose to select the same character for both least and most if they feel it appropriate to do so.



EXAMPLE: Tania is the Active Player, and she selects the Question: "Who is least and most likely to use foul language?" All players privately choose from the 6 faceup Character Cards and write their answers on their Dry Erase Boards.

The players begin by revealing answers for LEAST, placing their Player Tokens next to their answers. Red, Blue, and Yellow all receive 2 points. Green and Orange each earn 1 point. Purple earns 0 points.



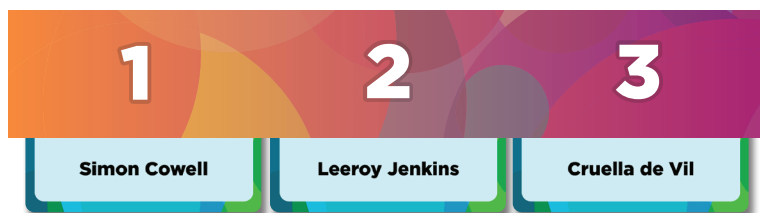
3. SCORE

All players reveal their answers beginning with LEAST. To easily determine the most popular answer, players should place their Player Token next to their chosen Character Card. Compare the answers and score points as shown below. Then repeat the same procedure for all player answers for MOST.

- **+1 point** per Player Token next to the Character Card that you voted for. Do not score for your own Player Token.

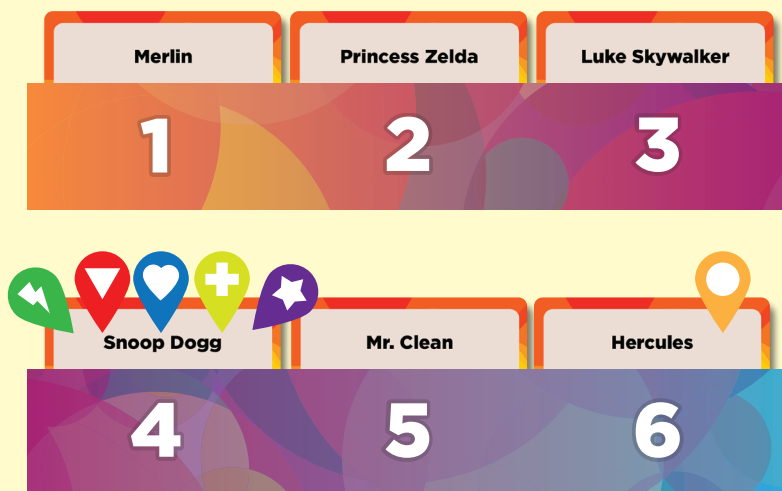
4. ROUND END

The Active Player discards the current PinPoint Card. Slide the Character Boards up, so now only the bottom half of the Character Cards is showing. Rotate the Active Player clockwise and continue until the game end.



After the second round and every even numbered round thereafter, replace the 6 Character Cards by flipping them over or by drawing more from the stack. Remember to use the top half of the Character Cards first and then the bottom half.

Then, players reveal answers for MOST, again placing their Player Tokens next to their answers. Red, Blue, Yellow, Green, and Purple earn 4 points. Orange earns 0 points.



GAME END

The game ends after all players' PinPoint Cards have been discarded.

The player(s) with the highest score wins.

Optional tiebreaker: Continue playing until one player breaks the tie.

POINTING VARIANT:

We recommend this LEAST-MOST variant for groups who are more familiar with one another and who don't mind potential confrontations arising from certain answers.

Changes to Setup

Leave the Character Boards, Character Cards, and Player Tokens in the Game Box.

Changes to Gameplay

Instead of voting for LEAST and MOST using the Character Cards, you will answer the Question each round by writing down the names of the players. When the time comes to score and reveal your answers, then all players will simultaneously point at their chosen player. Players may answer and point at themselves. Count the number of other players pointing at your same player to determine your score for LEAST. Then, repeat the same process for MOST. The game end remains unchanged.

BLANK CHARACTER CARDS:

There are 6 Blank Character Cards included in the game to make your own custom Character Cards. Leave them in the Game Box if you do not wish to use them.

