

# 性格靈通

## 鬼怪 SIMIO SPOOKIES

### GOAL OF THE GAME

The Clue Giver plays Clues to help the Guessers find the Secret Card.

### GET READY!

Choose one player to be the **CLUE GIVER**. The other Players will be the **GUESSERS**. The Clue Giver must then do the following:

1. Shuffle the deck and place it face down on the table to form a **DRAW PILE**.
2. Pick up 12 cards from the pile and secretly look at 1 of them. This will be the **SECRET CARD** that must be found by the Guessers!
3. Shuffle the 12 cards in your hand, then **LAY THEM OUT ON THE TABLE**, face up, in a 4 x 3 grid pattern.
4. Draw the top 5 cards from the draw pile to form a starting hand. These will be the **CLUES** you can give.



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### HOW TO PLAY

Simio is a cooperative game: all players **WORK TOGETHER** to identify a **SECRET CARD** using a series of Clues. The game is played over 5 rounds.

### 1. PLAYING CLUES

The Clue Giver plays 1 Clue from their hand to help the Guessers find the Secret Card. Clues must be played **HORIZONTALLY**, next to the cards on display.

The characters shown on Clues should have something **SIMILAR** to one or more cards that the Clue Giver would like the Guessers to **REMOVE**.



**DEMON**



**EVIL SCIENTIST**



**THE SWAMP MONSTER**

*Example: The Secret Card is the **DEMON**. You could play the **EVIL SCIENTIST**, to suggest to the Guessers that the characters to remove are humans, have grey hair, have no supernatural powers, or wear something white. Or, you might play the **SWAMP MONSTER**, to point out that the characters to remove are animal-like, green, or have something to do with water.*

**THE CLUE GIVER CANNOT SPEAK, MAKE GESTURES, NOR USE ANY OTHER METHOD TO COMMUNICATE WITH THE GUESSERS: THEY CAN ONLY PLAY CLUES ON THE TABLE.**

Right after playing a Clue, the Clue Giver draws 1 card to **REFILL THEIR HAND** up to 5 **CLUES**.

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### 2. GUESSING

The Guessers analyze the Clue and discuss **WHICH CARDS TO REMOVE**, using the information the Clue Giver gave them.

**ATTENTION!** If the Guessers **REMOVE THE SECRET CARD** at any point during the game, all players **IMMEDIATELY LOSE!**



*EXAMPLE: The Clue Giver plays the **GHOST**. The Guessers look at the cards on the table and begin to discuss. They think that the characters to remove could be a spirit, white-looking, be shrieking, or have their mouth open. They decide to remove the **BANSHEE**, since this card seems to have the most in common with the Ghost.*

The number of cards to remove varies from round to round:

ROUND	1	2	3	4	5
N° OF CARDS TO REMOVE	1	2	3	4	1

If **NONE** of the cards removed by the Guessers is the Secret Card, you can start the next round. If **THE LAST CARD REMAINING AT THE END OF THE 5<sup>TH</sup> ROUND IS THE SECRET CARD, ALL PLAYERS WIN!**

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## HOW TO GIVE CLUES

The similarities between the characters depicted on the Clues and those on the cards to be removed are only limited by the Clue Giver's imagination... it will be up to the Guessers to understand what the Clue Giver is trying to suggest!



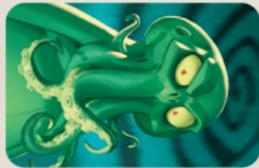
You may play the **YUREI** if you want the Guessers to remove characters with long hair, just one visible eye, or coming from Japanese folklore.



You may play the **HAUNTED DOLL** if you want the Guessers to remove characters that are inanimate objects turned deadly, or have a pink background.



You may play the **GREY ALIEN** if you want the Guessers to remove characters with sharp teeth, no hair, or coming from a sci-fi setting.



You may play **CTHULHU** if you want the Guessers to remove characters with big dimensions, weird mouths, or coming from a work of literature.

## HOW TO PLAY WITH DIFFERENT DECKS OF CARDS

There are different versions of Similo! If you have more than one, you can combine **TWO DIFFERENT DECKS OF CARDS** to create new and interesting strategies!

Just choose two versions of Similo and use one as the **GUESSING DECK (A)** and the other as the **CLUE DECK (B)**.

## RULE CHANGES

To play a game with 2 decks, follow the regular game rules with the following changes:

1. When you pick up the 12 cards to lay out on the table, use the **GUESSING DECK** (deck A, for example: **SIMILO: SPOOKIES**). After this, this deck won't be used for the rest of the game.
2. Whenever you must **DRAW CLUES** (either when forming your starting hand or when replenishing it at the end of each round), always use the **CLUE DECK** (deck B, for example: **SIMILO: WILD ANIMALS**).



FLAT  
RIVER  
GROUP



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## ADVANCED VARIANT

The **ADVANCED VARIANT** of the game will force you to make more complex reasonings, but it also makes it slightly easier to win.

This variant plays just like a regular game, with one exception; when the Clue Giver plays Clues, they can play them **HORIZONTALLY** or **VERTICALLY**:

**HORIZONTAL CLUES** - characters on Clues played horizontally have something **SIMILAR** to one or more cards to be removed, just as usual.

**VERTICAL CLUES** - characters on Clues played vertically have something **DIFFERENT** from one or more cards to be removed.

*EXAMPLE: The Clue Giver must lead the Guessers to identify the **GRIM REAPER**. They could play the **SKELTON** vertically, to imply that the characters to remove carry no blade, are not skeleton-looking, wear nothing on their heads, or have no grey background.*

## CREDITS

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