

# Instructions

*P*roverbial  
Wisdom® The logo for "Bible Edition" is a small blue square with a white bookmark ribbon at the bottom. Inside the square, the word "Bible" is written in a white serif font, and the word "EDITION" is written in a smaller, white sans-serif font below it.

# QUICK RULES FOR PEOPLE WITH NO PATIENCE

**Object:** Be the first team to go completely around the board and solve the final Proverbial Wisdom Sketch Clue to win!

The team member elected to sketch proverbs, record words, and offer clues (all without talking!) is the Wisdom Master (WM). Everyone takes turns in this role.

1. Begin at the "Start" space by drawing a Sketch (S) card from the colored side (front) of the corresponding section of the deck.

If the WM can get teammates to correctly guess within one minute the proverb on the card by sketching it for them, advance the number of spaces as correctly guessed words. The WM can't talk, but does indicate the number of words (and even letters if desired) with dashes on the sketch pad. At any time, especially when the team is beyond hope, the WM can also write in up to two nondescript words of up to three letters each. But, no help from the WM on the final Sketch!

A team can move up to three times when it answers correctly.

2. A team can also land on a Picture (P) or Definition (D) space, which means it must either guess the proverb or saying communicated on the Picture card, or the meaning of a proverb read to it by an opposing team member from the Definition card.

The number of correctly guessed words on the Picture card determines the number of spaces the team may move.

A correct answer on the Definition card is, alas, worth only one space. Worse yet, your turn ends.

3. When a team fails to answer a Picture or Sketch card correctly, an opposing team may huddle for a few seconds and venture a guess. (However, Definition cards offer no such opportunities.) If the team answers correctly, it rolls the die to determine the number of spaces to move. This can go on until each team has tried once or there is a correct answer. There is no penalty for answering incorrectly.
4. A team landing on a Wild Wisdom space can try to identify as many Picture card proverbs as it can within two minutes (someone remember to turn over the timer!). If an exposed card is not answered in the two minutes, an opposing team may try, as above.
5. Everything else you could ever want to know about playing this game, including tips on strategy and a discussion of proverbs, is inside this booklet. The answers to the Picture cards are printed in the back, upside down. So put on your thinking cap, put your best foot forward, and, as you make all the world your oyster — have fun!



## A FEW WORDS ABOUT PROVERBS

A proverb is a short popular saying expressing an obvious truth (Webster's New World Dictionary). Proverbs are based on collective folk wisdom and have been among us for thousands of years as guidelines for life. They're delightfully familiar reminders of childhood and very often convenient conversational shorthand. Proverbial Wisdom® consists of proverbs and other sayings, including idioms and cliches, which teammates have to either define or decipher, based on pictures, sketches, or clues. For playing ease, all the familiar sayings and expressions in the game are referred to as proverbs.

Since proverbs are handed down by word of mouth from generation to generation, slight variations in the wording naturally evolve. Some people might say, "a watched pot doesn't boil," while others know the proverb as "a watched pot never boils." We think "variety is the spice of life" — and it also spices up a good board game! When you play Proverbial Wisdom®, you and your teammates will have to decide whether to "take a hard line" and hold your opponents to the "letter of the law," or give them the "benefit of the doubt" and allow the points even if the answer given isn't a precise match.

But remember, "what goes around comes around," and this after all is only a game. So have fun playing!

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### HERE'S WHAT YOU SHOULD FIND IN THE GAME BOX:

Game board  
165 Proverbial Wisdom Sketch Cards  
170 Proverbial Wisdom Picture Cards  
165 Proverbial Wisdom Definition Cards  
Answer & Instructions Booklet  
Timer  
Die  
Sketch & Score Pad  
Pencil  
Four playing pieces

3. Each team has a playing piece, which is placed on the Start space. The sketch & score pad and pencil are passed from team to team.
4. Each team selects its Wisdom Master (WM) on the first turn. The WM position rotates each time a card is selected.
5. Each team's WM tosses the die to determine the order of play, with the highest roll going first. Teams play in clockwise seating order.

### OBJECT OF THE GAME

To be the first team to advance completely around the game board to the Finish by defining proverbs, solving picture proverbs, and getting teammates to figure out proverbs sketched by another team member.

### SETUP

1. Place the timer and the box of Clue Cards on the game board, with the colored side of the card deck (front) facing the team member elected the Wisdom Master (WM) to sketch proverbs, record answers, and offer clues. Insert the two divider cards to separate the three card sets.
2. Divide into maximum four teams with at least two persons per team (fewer teams mean quicker games).

### GAME PLAY

Advancing around the game board, a team will land on spaces designated Proverbial Wisdom Sketch (S), Proverbial Wisdom Picture (P), or Proverbial Wisdom Definition (D). Corresponding cards are drawn accordingly. Or, a team might land on a Wild Wisdom space.

A team may draw a maximum of three cards per turn, as long as correct answers are given. There are two exceptions to this: 1) landing on a Definition space ends the turn, even with a correct answer, and 2) landing on a Wild Wisdom space entitles a team to as many Picture cards as they can correctly guess within two minutes.

Here's what happens in each case:



## SKETCH CARDS

The game begins and ends with a Sketch. To advance from the Start space, as well as to be declared the winner after getting to the Finish space, a team must successfully sketch and guess a proverb.

The starting team's Wisdom Master draws a Proverbial Wisdom Sketch Card from the corresponding section of the deck and takes a few seconds to draw blank lines separated by slashes, indicating the number of words in the proverb to be guessed. Different length lines may represent different length words.

*For example:*

"Two heads are better than one"

\_ / \_ / \_ / \_ / \_ / \_

Or, the WM may also indicate the number of letters in each word, like this:

"Two heads are better than one"

\_\_\_ / \_\_\_\_\_ / \_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

Then the timer is turned over and the WM begins sketching in a furious attempt to communicate the proverb to teammates. When a word is guessed, the WM fills in the appropriate space. Individual letters cannot be guessed — only entire words. If necessary, the WM may supply up to two nondescript words, such as "are," "it," "is," and "to." (NOTE: On the final Sketch play, the Wisdom Master may not provide clues.) Guessing and sketching continue until the proverb is solved, or time runs out.

When the proverb is solved, the team advances according to the number of words guessed correctly. Any words the WM provides as clues are deducted from the total word-space count. If the team answers correctly, up to two more cards may be drawn.

## PICTURE CARDS

Landing on a Picture space works like landing on a Sketch space, except that a drawing depicting the proverb is already provided, together with dashes indicating the number of words in the proverb.

Nondescript words, such as "are," "it," "is," and "to" are provided, and the WM may not add any more.

After checking the Proverbial Wisdom Answer Booklet (numbered cards correspond to answers in the booklet), the Wisdom Master prepares a score sheet with the dashes and slashes, shows the picture to the team, turns over the timer, and fills in the correct words as the team tries to come up with the answer in a minute.

Again, the team may draw up to three cards on its turn, as long as correct answers are given. Definition spaces always end the turn, and Wild Wisdom spaces always offer the opportunity to extend it.

## DEFINITION CARDS

Definition cards contain a proverb and three possible answers. When a team lands on a Definition space, the Wisdom Master from the opposing team reads the definition and choice of answers aloud. (If there are more than two teams, the WM from the next team to have a turn will read the card.) The playing team must guess the answer within one minute. The bold type answer is correct. Whether answered correctly or not, landing on a Definition space ends the turn.

The playing team gets only one guess; no hints may be given. If the team chooses the correct answer, it advances one space only and does not get another turn. This card, if not guessed correctly, does not get passed on. It is placed at the back of the corresponding section of the deck, the turn ends, and play resumes.

## LANDING ON A WILD WISDOM SPACE

A team landing on a Wild Wisdom space can try to identify as many Picture card proverbs as it can within two minutes. Designate one member of the team to turn over the timer twice. At the end of the two minutes or until the team answers incorrectly, the team moves the total number of spaces as the total number of correctly guessed words. This is the only time when landing on a Definition space does not end the turn. If an exposed card is not solved in the two minutes, an opposing team may try to solve it, as detailed below.



## WHAT HAPPENS WHEN A TEAM FAILS TO SOLVE A SKETCH OR PICTURE CARD

If a team does not solve the proverb, the team to the left (clockwise) can try. After a few-second huddle, the team may make only one guess. If the team solves the proverb, it rolls the die to determine the number of spaces it may advance. This move is counted as a bonus and the original order of play resumes. If the team guesses incorrectly, the next team to the left may attempt to solve the proverb, and so on. There is no penalty for answering incorrectly. After the first team goes, no more words may be added to the proverb. If no team has guessed the correct answer after all teams have had a chance, normal play resumes as before.

## WINNING

The first team to advance once around the game board to the Finish space and solve a Sketch card wins. A team need only reach, not pass, the Finish space. (Example: If a team is two spaces from the Finish space and rolls a die of six, it need only advance two spaces to the Finish space.) If the Sketch is not solved on the first try, the team must wait for another turn to try again. A team cannot win by solving another team's Sketch. If a team solves another team's Sketch or Picture card, it remains on the Finish space. The next WM selects a new Sketch card. The WM may not disclose any clue words on this final play. The first team to solve its own Sketch wins.

## EXTRA INFO

For Sketch and Picture cards:

- The precise words of the proverb should be used unless all teams agree to accept less precise answers.

### Examples:

**A. Correct answer:** *Don't* put all your eggs in one basket.

**Team's guess:** *To* put all your eggs in one basket.

**B. Correct answer:** A watched pot *doesn't* boil.

**Team's guess:** A watched pot *never* boils.

Are the team's guessed answers acceptable? That must be determined before the game begins.

For Proverbial Wisdom Sketch cards:

- Letters and words may not be drawn.
- Numbers may be drawn.
- An X or a cross-out of a drawing can be used, for example, to indicate "do not do something."
- As described above, the WM may disclose one or two nondescript words of up to three letters. This can be used for strategic purposes, since the WM can control which space the team will land on if it solves the proverb. Remember that once the team solves it, it will advance the total number of words in the proverb less those provided by the WM!
- On the final Sketch play, the Wisdom Master may not provide any clue words.

Other points to remember:

- Except for Wild Wisdom play, a team may draw up to three cards per turn so long as the team continues to deliver correct answers and does not land on a Definition space.
- Cards are always drawn from the front (colored side) of the deck and replaced in the back of the appropriate section of the deck.
- The WM may not talk while his/her team solves a clue.
- Teammates may not use secret, prearranged clues.
- Proverbs appear in their most common form and apostrophes are used.

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- 1B.** Love your neighbor as yourself.
- 2B.** A thorn in the side.
- 3B.** Land of milk and honey.
- 4B.** A little bird told me.
- 5B.** Salt of the earth.
- 6B.** Pride goes before the fall.
- 7B.** To separate the sheep from the goats.
- 8B.** Strain at a gnat and swallow a camel.
- 9B.** To cast the first stone.
- 10B.** The four corners of the earth.
- 11B.** If the blind lead the blind, both shall fall in the ditch.
- 12B.** It is easier for a camel to go through the eye of a needle than for a rich man to enter heaven.
- 13B.** Health is better than wealth.
- 14B.** Don't hide your light under a bushel.
- 15B.** Marriages are made in heaven.
- 16B.** Don't cast your pearls before the swine.
- 17B.** Laugh and the world laughs with you, weep and you weep alone.
- 18B.** Cast bread upon the waters.
- 19.** Man cannot live by bread alone.
- 20.** It's not over until the fat lady sings.
- 21.** Make hay while the sun shines.
- 22.** Every man has his price.
- 23.** A watched pot doesn't boil.
- 24.** Beauty fades like a flower.
- 25.** Mad as a hornet.
- 26.** Money has no smell.
- 27.** To come full circle.
- 28.** To put on your thinking cap.
- 29.** Love is blind.
- 30.** See no evil, hear no evil, speak no evil.
- 31.** All is fish that comes to the net.
- 32.** A closed mouth catches no flies.
- 33.** Every dog has its day.
- 34.** A stitch in time saves nine.
- 35.** One half of the world doesn't know how the other half lives.
- 36.** March comes in like a lion and goes out like a lamb.
- 37.** A bee in your bonnet.
- 38.** Too many cooks spoil the broth.
- 39.** Home is where the heart is.
- 40.** The eyes are the windows of the soul.
- 41.** To clip someone's wings.
- 42.** To flip your wig.
- 43.** One step at a time.
- 44.** To make heads or tails of it.
- 45.** You are what you eat.
- 46.** Look before you leap.
- 47.** To throw a monkey wrench into it.
- 48.** To move heaven and earth.
- 49.** What goes around comes around.
- 50.** The more the merrier.
- 51.** Time is money.
- 52.** Lucky at cards, unlucky at love.
- 53.** Every picture tells a story.
- 54.** To put your best foot forward.
- 55.** Better safe than sorry.
- 56.** Run of the mill.
- 57.** There are none so blind as those who will not see.
- 58.** To come down to earth.
- 59.** He who lives by the sword, dies by the sword.
- 60.** A picture is worth a thousand words.
- 61.** To make your mouth water.
- 62.** Different strokes for different folks.
- 63.** To hit the roof.
- 64.** Fits like a glove.
- 65.** If the shoe fits, wear it.
- 66.** To miss the boat.
- 67.** You can lead a horse to water, but you can't make him drink.
- 68.** A mouse may help a lion.
- 69.** To have the last laugh.
- 70.** To err is human, to forgive is divine.
- 71.** To let sleeping dogs lie.
- 72.** To fix someone's wagon.
- 73.** When the cat's away, the mice will play.
- 74.** In your neck of the woods.
- 75.** You can't judge a book by its cover.
- 76.** Cold hands, warm heart.
- 77.** You can't teach an old dog new tricks.
- 78.** Money is the root of all evil.
- 79.** To bet your boots.
- 80.** If at first you don't succeed, try, try again.
- 81.** All is fair in love and war.
- 82.** Seek and ye shall find.
- 83.** The best things in life are free.
- 84.** One hand washes the other.
- 85.** To promise the moon.
- 86.** Too many chiefs, not enough Indians.
- 87.** Practice makes perfect.
- 88.** Time and tide wait for no man.



89. First come, first served.
90. It's better to give than to receive.
91. A tree is known by its fruit.
92. Politics makes strange bedfellows.
93. The darkest hour is just before dawn.
94. The last drop spills the cup.
95. You scratch my back and I'll scratch yours.
96. The family that prays together stays together.
97. You can't pour new wine into old bottles.
98. Great oaks from little acorns grow.
99. You can take the boy out of the country but  
you can't take the country out of the boy.
100. Feed a cold, starve a fever.
101. To lay down the law.
102. Like mother, like daughter.
103. A house divided cannot stand.
104. Love makes the world go 'round.
105. Don't change horses in midstream.
106. You can't shift an old tree without it dying.
107. The best things come in small packages.
108. Strike while the iron is hot.
109. To be worth one's salt.
110. Out of the mouths of babes oftentimes come gems.
111. Finders keepers, losers weepers.
112. If the mountain will not come to Mohammed,  
Mohammed must go to the mountain.
113. No news is good news.
114. Confession is good for the soul.
115. Tomorrow is another day.
116. Many a true word is said in jest.
117. Boys will be boys and girls will be girls.
118. It's too late to shut the barn door once  
the horse has bolted.
119. A leopard can't change his spots.
120. A fool and his money are soon parted.
121. You can't hang everything on one nail.
122. A golden key can open any door.
123. Many a good tune is played on an old fiddle.
124. In unity there is strength.
125. A penny saved is a penny earned.
126. Little strokes fell great oaks.
127. The proof of the pudding is in the eating.
128. Good fences make good neighbors.
129. It never rains but it pours.
130. There's no such thing as a free lunch.
131. Absence makes the heart grow fonder.
132. To nip it in the bud.
133. The hand that rocks the cradle rules the world.
134. To cool your heels.
135. Penny wise and pound foolish.
136. When in Rome, do as the Romans do.
137. Good seed makes good crops.
138. Early to bed, early to rise, makes a man healthy,  
wealthy, and wise.
139. Experience is the best teacher.
140. When all you have is a hammer, everything  
looks like a nail.
141. There's no place like home.
142. Red sky at dawn, sailor be warned;  
red sky at night, sailor's delight.
143. Fish and guests stink after three days.
144. April showers bring May flowers.
145. To twiddle your thumbs.
146. Variety is the spice of life.
147. To pull a rabbit out of a hat.
148. Rome wasn't built in a day.
149. To stick your neck out.
150. Finger in the pie.
151. Big fish eat little fish.
152. If you can't ride two horses at once,  
you shouldn't be in the circus.
153. To upset the apple cart.
154. If you can't beat 'em, join 'em.
155. Stars in his eyes.
156. The pen is mightier than the sword.
157. Silence is golden.
158. Like father, like son.
159. It takes two to tango.
160. Always a bridesmaid, never a bride.
161. Take care of the pennies and the dollars will take  
care of themselves.
162. There are none so deaf as those who will not hear.
163. No pain, no gain.
164. When poverty comes in the door, love flies out  
the window.
165. To lose your marbles.
166. Never let the sun go down on your anger.
167. He who fights and runs away will live  
to fight another day.
168. One nail drives out another.
169. An apple a day keeps the doctor away.
170. Faith will move mountains.