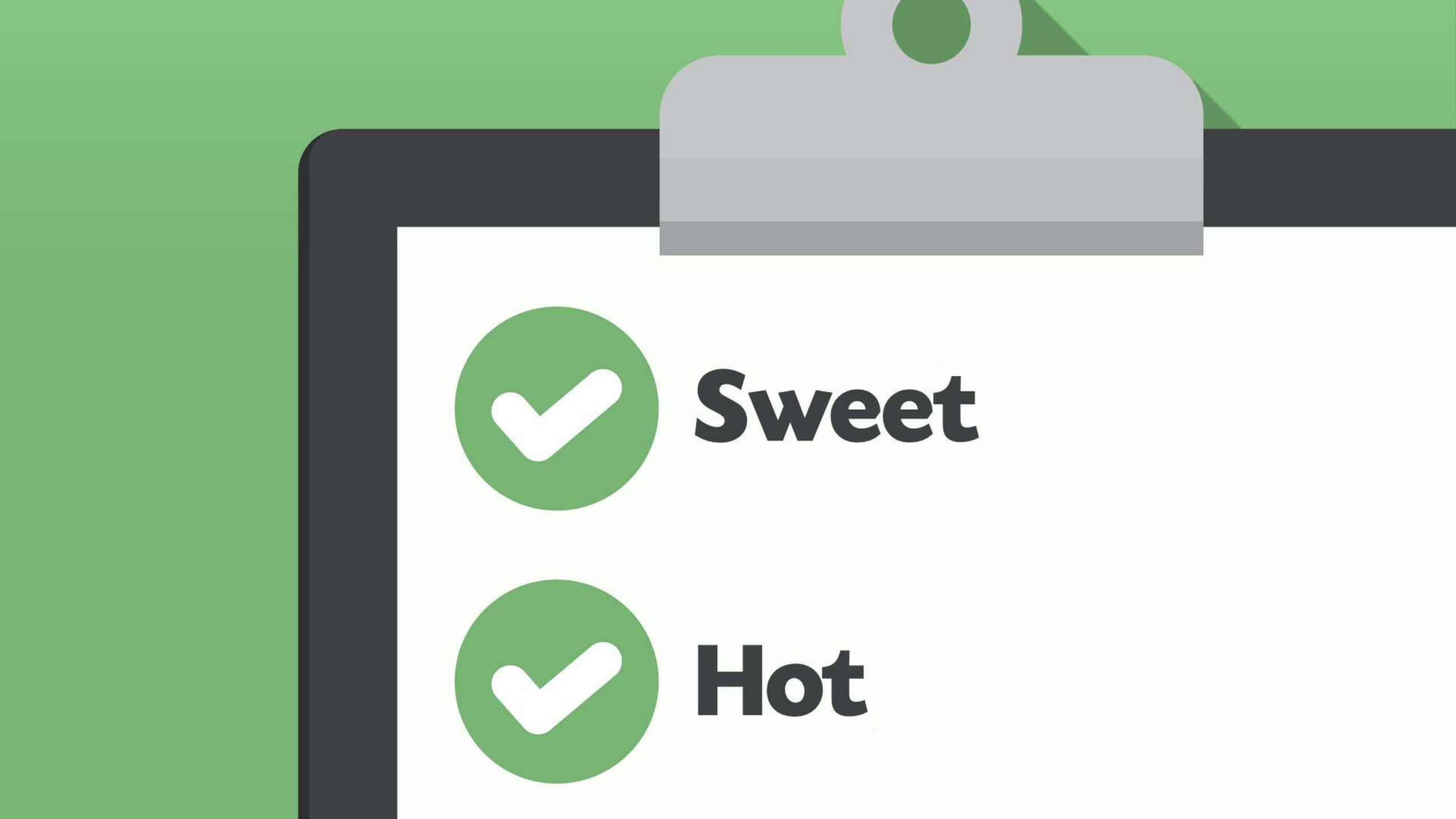
CONDITIONAL

HOW TO PLAY

We'll give you two conditions, and you will have thirty seconds to write down as many objects that meet both conditions.

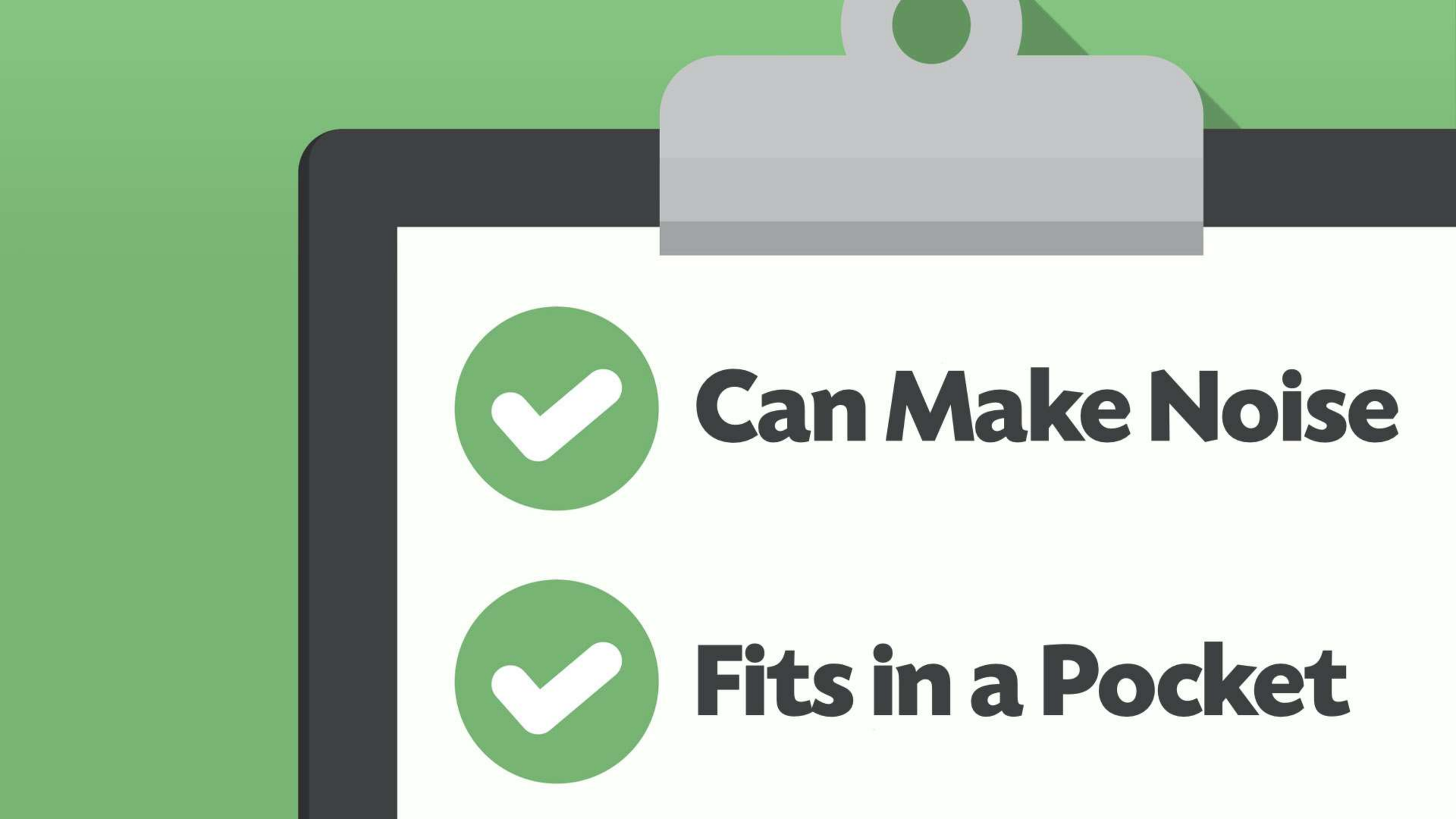
ROUND ONE


Sweet
Hot

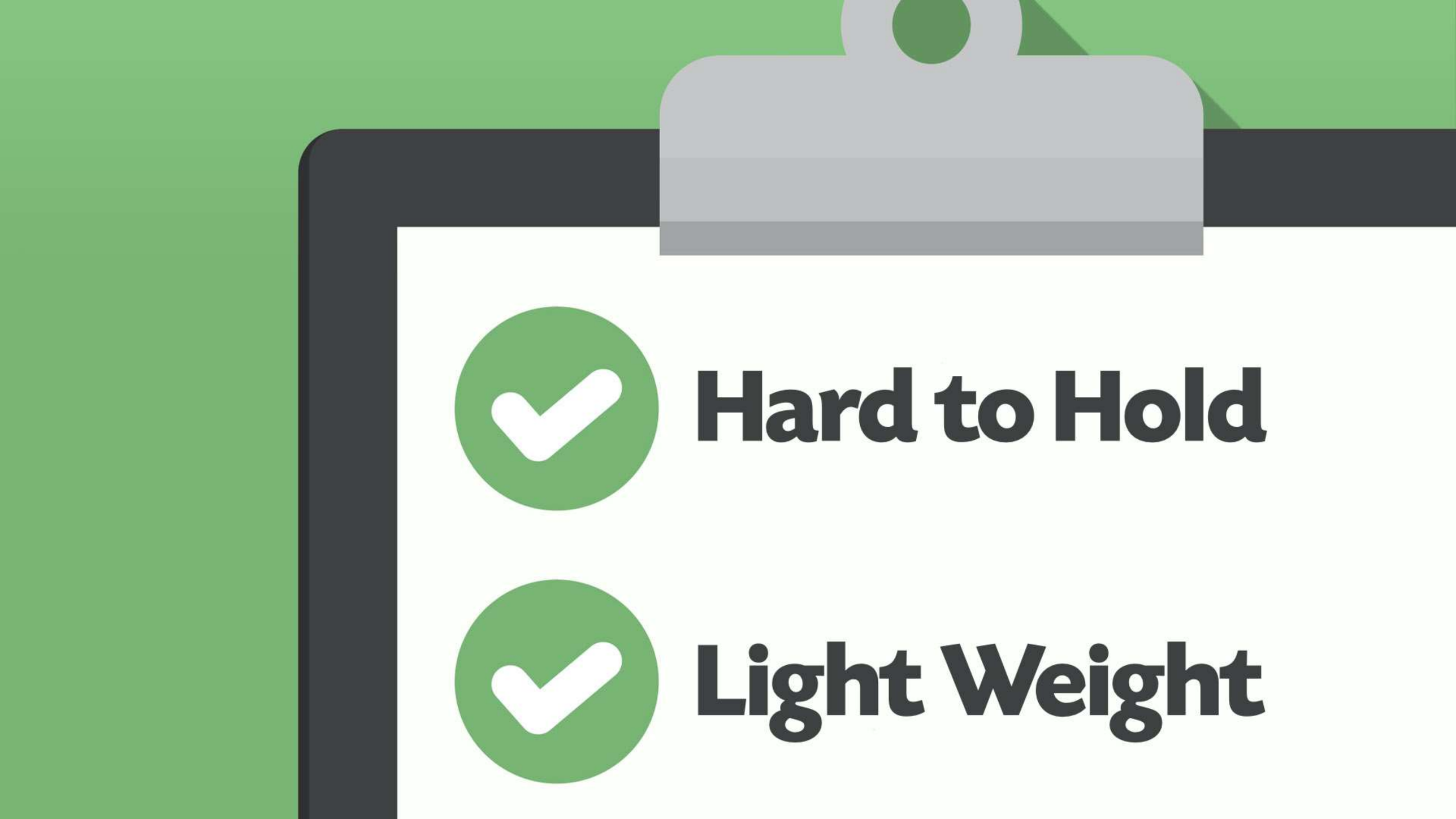
ROUND TWO

Cannot Fit in a Shopping Cart
Inexpensive

ROUND THREE


Can Make Noise
Fits in a Pocket

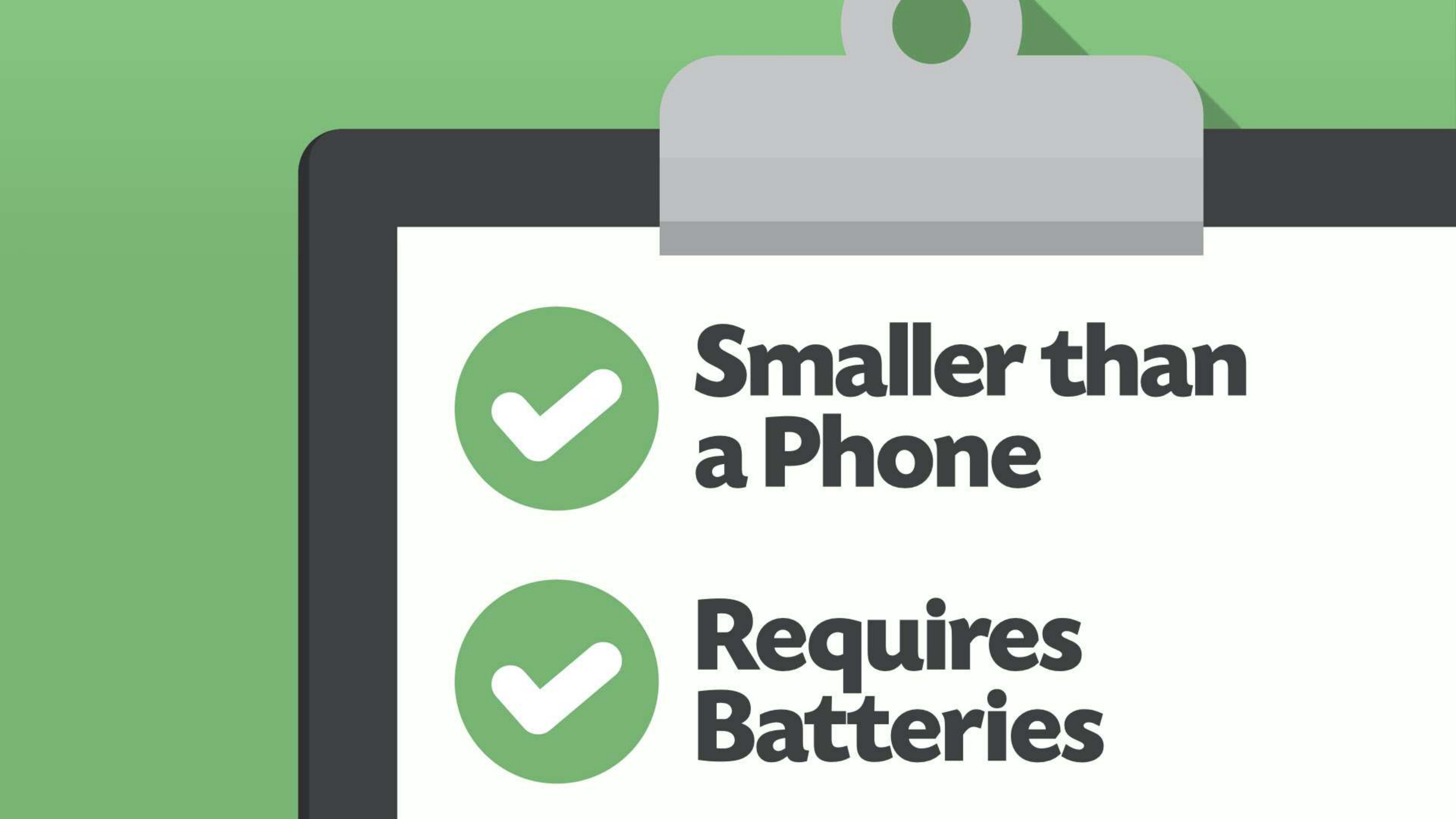
ROUND FOUR


Hard to Hold
Light Weight

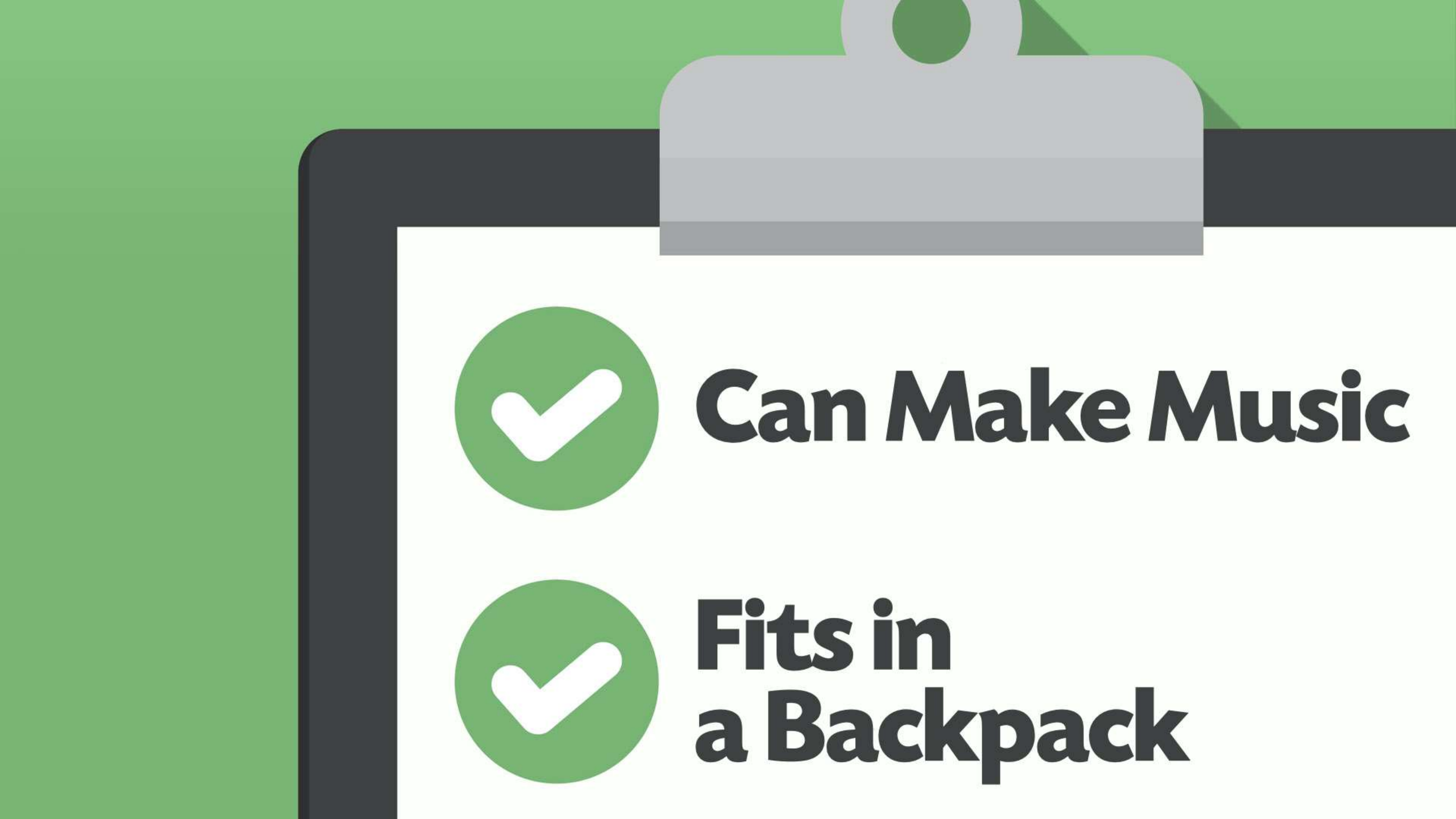
ROUND FIVE

Cannot be
Found in
Bass Pro Shops
Can Catch Fish

ROUND SIX


Smaller than a Phone
Requires Batteries

ROUND SEVEN


Can Make Music
Fits in
a Backpack

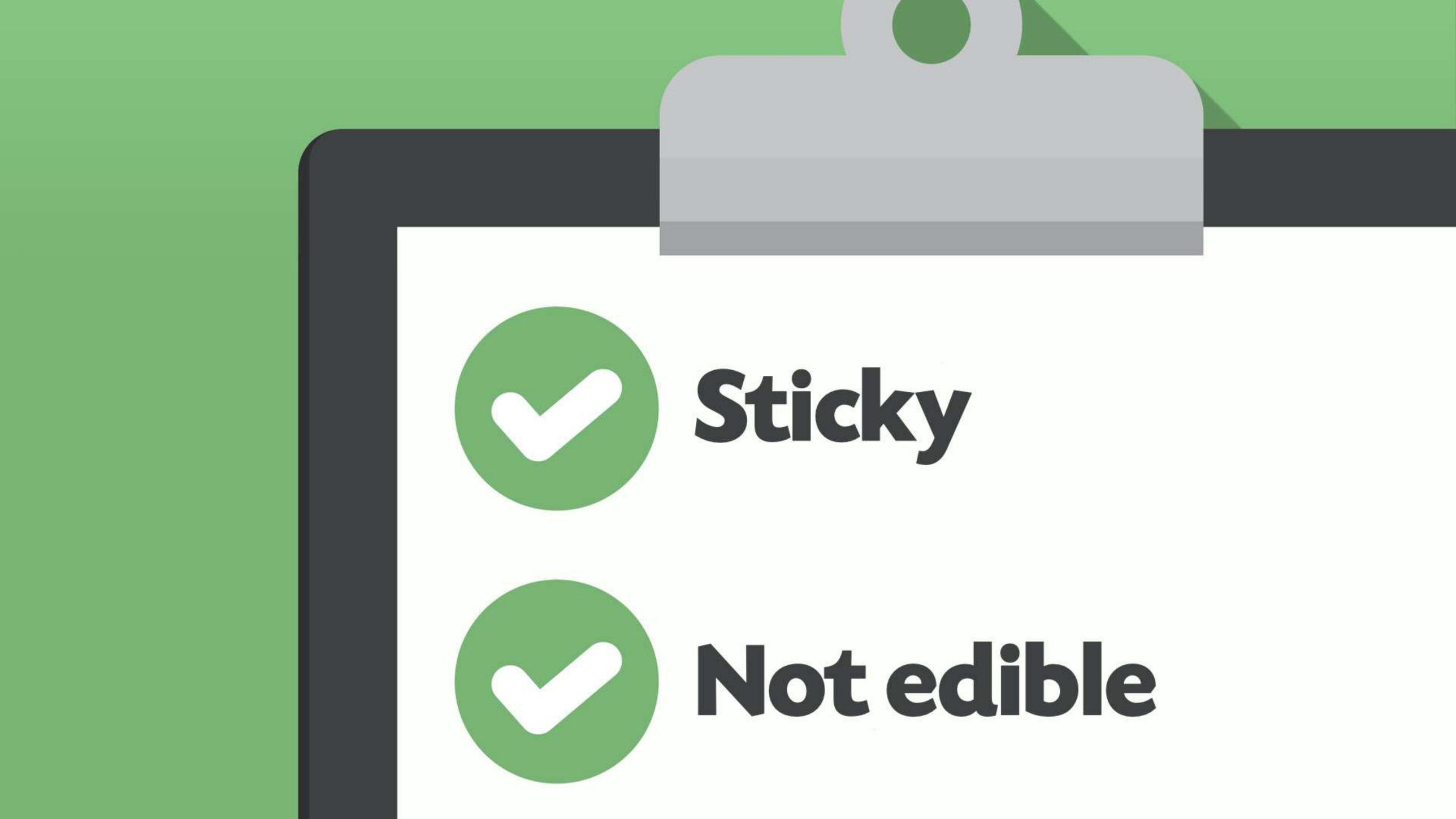
ROUND EIGHT

Can Hold Water
Cannot Find
in a Kitchen

ROUND NINE

Moves on its Own
Larger than a bus

ROUND TEN


Sticky
Not edible

TIE BREAKER

Made with Plastic

Expensive

Light

projectYM

GAMES

PROJECTYMGAMES.COM

GAME CONTENT BY PAUL DITTUS | DESIGN BY MICHAEL MARCHAND