# **Hardware Heads Up Directions**

The youngest player in the group will be the first Guesser. The Guesser will rotate to the player on the right each round.

1. The Guesser must close their eyes while the remaining players shuffle and draw one playing card. Without looking, the Guesser will place that card on their forehead so that they cannot see what it says, but their peers can.
2. Each group member will provide the Guesser one clue about the term(s) on the card on their forehead. Choose your clue wisely!
3. After considering all the clues, the Guesser can make up to two educated guesses to determine which vocabulary term is on the card they are holding to their forehead.
   1. If they are correct, they get to keep the card.
   2. If they are incorrect, they will read the description/notes on the back of the card aloud to the group before placing the card back into the draw pile.
4. Rotate to the Guesser role to the player on the right and repeat Steps 1-4 until no cards remain in the draw pile.
5. At the end of the game, the player with the most cards is declared the winner!