CATEGORIES

Categories — also known as Guggenheim — is a game in which players provide the names of things or places beginning with particular letters. Higher points are awarded for less common answers.

Setup

Each player needs a pen or pencil and a piece of paper large enough to draw the form shown on below.

Select five categories and one five-letter word. Players should take turns selecting categories. A category can be any semantic group, such as cities, automobiles, beers, flowers, trees, toys, superheroes, names for girls (or boys), tools, mammals, games, poets, magazines, and so on. When your imagination runs dry, go to www.MomentpointMedia.com and click on "Answers" and then on "Categories" for an extensive list of category possibilities.

There should be no duplication of letters in the word. Otherwise, it can be most anything, including a proper name. Try to stay away from letters that are rarely used to begin words (*i.e.* u, x, and z). The point is not to come up with difficult or impossible words; the challenge is to figure out which options will be least used by your competitors.

Write the categories in the left-hand column of the table and the word across the top.

Play

Once the players have written down the categories and the five-letter word, they have a set amount of time to fill in the table with names of items fitting each category that begin with the letter at the top of There is no need to wait for everyone, or anyone, to fill in all the spaces.

Categories	W	O	R	D	S
Vegetables	watercress	okra	radish		spinach
Hospital Workers		orderly		doctor	social worker
Cigarettes	winston		raleigh		salem
Charities		oxfam	rotary		
Rivers			rio grande	danube	

At the end of the allotted time, each player, in turn clockwise, reads aloud what, if anything, he has written in the first space. At least one other player must have heard of the answer for it to be acceptable.

Once all players have announced their answers for the first space, each determines her score and then the process is repeated for the next space.

Scoring

For each acceptable answer, a player scores one point for every other player that did not write the same answer. For example, given a category of wild animals and the letter B, the table shows how many points each of six players would receive for their answer.

Answer	Points
Bear	3
Bear	3
Bobcat	5
(no answer)	0
Bear	3
Beaver	5

Once all the answers have been announced and all the points for each player added together, the player having the most points is the winner. ∎