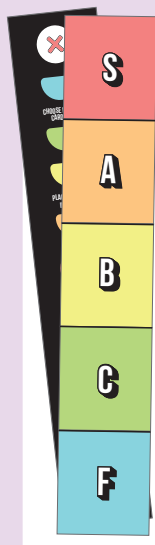


S-TIER

GAME RULES

CONTENTS



2 double-sided tier list boards.
The black one has text on one
side and no text on the other

Rulebook



56 topic cards



2 fancy chips

2 markers
with erasers



2 rating
cards



70 double-sided
picture cards

RULES AT A GLANCE

1

Put the boards in the center of the table, shuffle the cards and keep everything else close by.

JUST PUT THEM IN WHATEVER WAY FOR NOW AND KEEP READING.

IS THERE A PARTICULAR WAY TO PUT THEM?

DO THEY KEEP ALL ON THAT IN HAND?

The leader takes a topic, 5 picture cards, a marker and a rating card.

NO, THEY KEEP IT IN FRONT OF THEM.

3

Secretly rate the pictures in a tier list on the rating card.

WHAT ARE YOU WRITING?

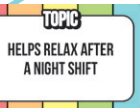
I'LL SHOW YOU WHEN I'M DONE.



THE CAT IS TOP-TIER.

4

Read the topic to the rest of the players. They must guess how you rated the pictures.



AGREED!

5

That's it. You are ready to play but you should read the rulebook anyway so you can pick one of the three s of the game and learn more about it

SEEMS SIMPLE ENOUGH.

S-TIER RULEBOOK RIGHT HERE.

GAME MODES

There are three game modes intended for different sized groups of players.



**2-6
PLAYERS**

If there aren't that many of you — play the **co-op** mode. You'll work as a team, guessing the leader's rating with no competition. Read about this mode below.



**4-11
PLAYERS**

If there is a good number of players — choose the **competitive** mode. Each player guesses independently and answers with no discussion. Read about it on page 7.



**4-16
PLAYERS**

If there is a big group of players — try the **team** mode. You split into 2 teams and try to beat each other. More on page 9.

CO-OP MODE

IN THIS MODE YOU PLAY
AS ONE BIG TEAM. YOU WIN
OR LOSE TOGETHER.

PLACE THE BOARDS,
CHIPS AND CARDS AS SHOWN AND
CHOOSE THE FIRST LEADER.



THE LEADER TAKES THE
MARKER AND THE RATING CARD.



PLACE THE RED
“FAIL” CHIP HERE.

THIS BOARD HAS NO
TEXT — USE IT IN
YOUR FIRST GAME.



PLACE YOUR TEAMS
GREEN CHIP HERE.



GAME FLOW

AT THE BEGINNING OF THE ROUND, THE LEADER TAKES THE TOP 5 CARDS WITHOUT LOOKING AND PLACES THEM IN FRONT OF THEMSELF.

THESE ARE PICTURES



LOOKS AT THE TOPIC WITHOUT SHOWING IT TO ANYONE.

THE LEADER SECRETLY RATES THE PICTURES IN ACCORDANCE WITH THE TOPIC.

TOPIC
HELPS RELAX AFTER A NIGHT SHIFT

EACH PICTURE GOES INTO ONE SLOT.

Bra
Books
Money
Tick
Cat



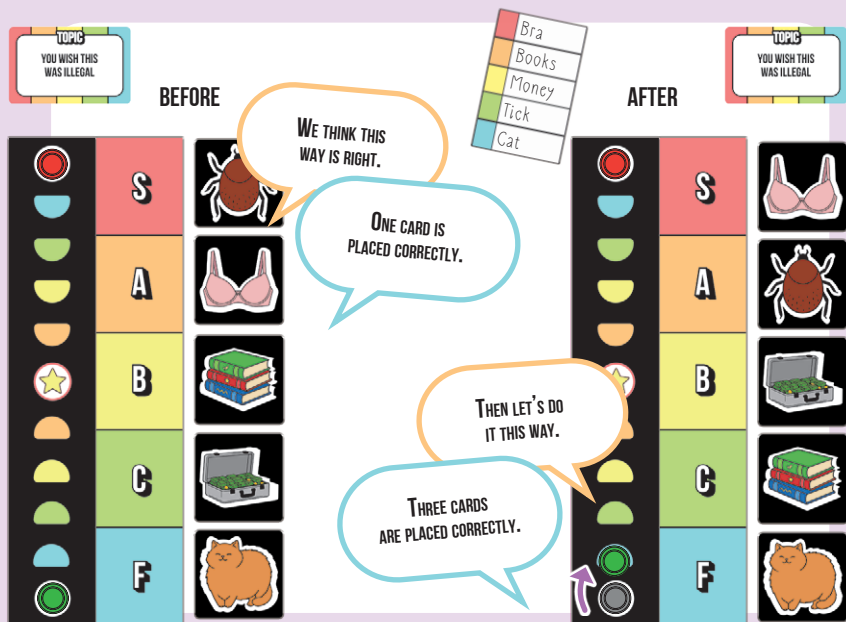
Got all that? The leader reveals the topic and then remains silent, providing no hints. The players try to figure out what the leader was thinking: where would they put each picture? All the players except the leader discuss and try to place the pictures along the game board in the same way as on the leader's card.

Laid out all the pictures? The leader checks and tells you how many are placed correctly, but does not say which ones and does not show his card with the notes.

If all **5** are placed **correctly**, get to **scoring points**.

If the players didn't guess all the pictures' placements correctly, they have a **second attempt** to improve (or worsen) the results.

You can **move however many pictures** into different slots. After that, the leader opens their rating card.



After both attempts:

- **4 or 5 pictures** are placed correctly — move the green token two spaces up.
- **3 pictures** are placed correctly — move it one space up.
- **1 or 2 pictures** are placed correctly — move the red token one space down.
- All **5 pictures** are placed incorrectly — move it two spaces down.

As soon as one of the tokens reaches the ★ — the game is over.

If the green token reached the ★ first — **you win**.

If it's the red token — **you lose**.

If the tokens haven't reached the center — the next player becomes the leader. Discard the picture cards and the topic. Start a new round.



WANT TO MAKE IT MORE DIFFICULT?

**TURN THE BOARD
TEXT SIDE UP.**

When either of the tokens crosses the effect text, this effect applies starting from the next round.

CHOOSE PICTURE
CARD SIDE

After drawing the picture cards, the leader chooses which side to place them. That is, they have a choice of 10 pictures on 5 cards or 8 on 4 if the "Take only four cards" effect is already applied.

PLACE A PICTURE
IN ITS SLOT

As soon as the leader rates all the cards, he puts any one card in the correct slot.

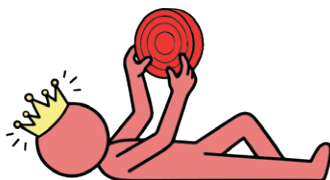
YOU HAVE ONLY
ONE ATTEMPT

When the players have laid out the pictures, the presenter immediately announces the result without a second attempt.

TAKE ONLY
FOUR PICTURES

The leader draws 4 pictures, not 5, and writes his ratings down, leaving one slot empty.

The players have to also guess which slot that is. If they leave the same slot empty, it is considered the correct picture, and vice versa.

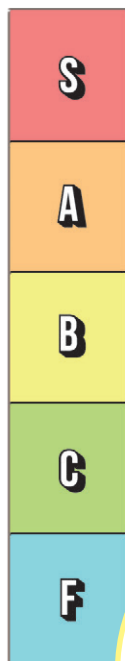


**ALL EFFECTS ADD UP, MEANING YOU
CAN HAVE FROM ZERO TO FOUR EFFECTS
IN ACTION AT THE SAME TIME.**

COMPETITIVE MODE

HERE THE LEADER
DISTRIBUTES ONE PICTURE TO EACH
PLAYER AND EACH GUESSES THEIR OWN.

PLACE THE GAME BOARD AND
THE CARDS AS SHOWN IN THE PICTURE
AND CHOOSE THE FIRST LEADER.



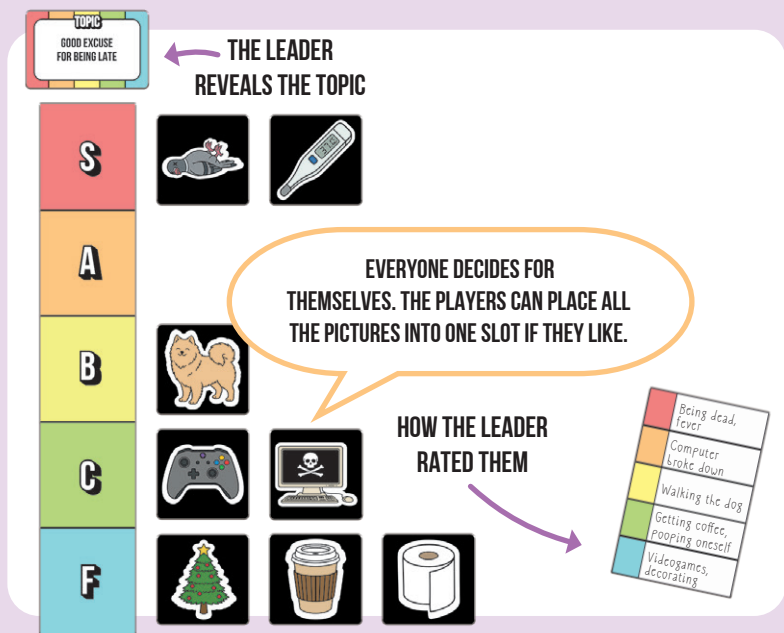
AT THE BEGINNING OF THE
ROUND, THE LEADER TAKES THEIR
RATING CARD, A MARKER, AND PICTURES
ACCORDING TO THE NUMBER OF PLAYERS
(EXCLUDING THEMSELVES), BUT NOT FEWER
THAN 5, AND LAYS THEM ALL OUT IN
FRONT OF THEM OPENLY.



THEN THEY READ
ONE TOPIC IN SECRET.

GAME FLOW

The leader rates the pictures, leaving no lines blank, rating max. 2 pictures into 1 tier. Then the leader shuffles the pictures (make sure none get flipped) and deals them out randomly to the players one by one. Any extra pictures are set aside.



All done? The leader tells you where the cards are supposed to be:

- ▶ Players who have placed their cards correctly take them and keep them as points until end of the game.
- ▶ All incorrectly placed and extra cards go into the discard pile.

If at least half of the players have guessed correctly (if there are 3, 5, 7, or 9 players — 2, 3, 4, or 5 correct answers respectively are required) the leader takes a card from the top of the deck as 1 victory point. If everyone guessed correctly, the leader takes 2 cards from the deck.

Start a new round. Choose a new leader. If everyone has already been the leader, the game ends. Count your victory cards. The player with the most cards wins. In case of a tie, the players share victory.

TEAM MODE

DIVIDE INTO 2 TEAMS.
CHOOSE YOUR FIRST LEADERS.
PLACE THE BOARDS, TOKENS, AND
CARDS AS SHOWN IN THE PICTURE.

IN THIS GAME MODE YOU
HAVE TWO TEAMS, TWO LEADERS,
BUT ONE GOAL — TO GUESS MORE
CARDS THAN THE OTHER TEAM.

THIS IS THE GAME
BOARD WITHOUT TEXT



PLACE THE
GREEN TEAM'S
TOKEN HERE

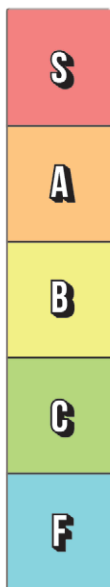


AND THE
RED TEAM'S
TOKEN HERE



THE LEADER OF THE
RED TEAM TAKES A MARKER
AND A RATING CARD.

THE LEADER OF THE
GREEN TEAM TAKES A MARKER
AND A RATING CARD.

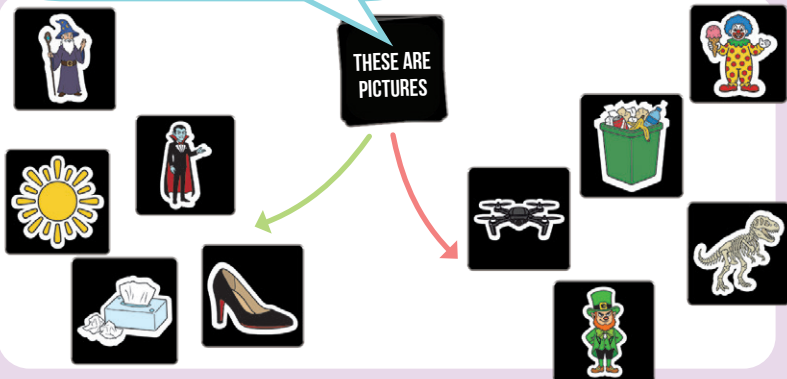


GAME FLOW

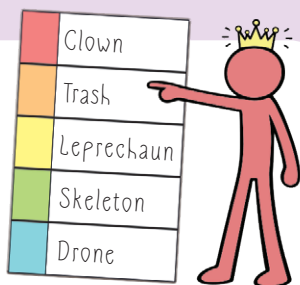
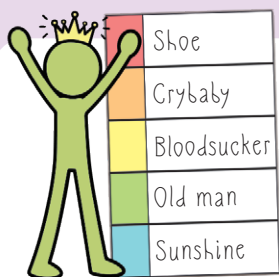
AT THE BEGINNING OF THE ROUND,
THE LEADERS TAKE THE TOP 5 CARDS WITHOUT LOOKING
AND PLACE THEM IN FRONT OF THEMSELVES.



THESE ARE
PICTURES



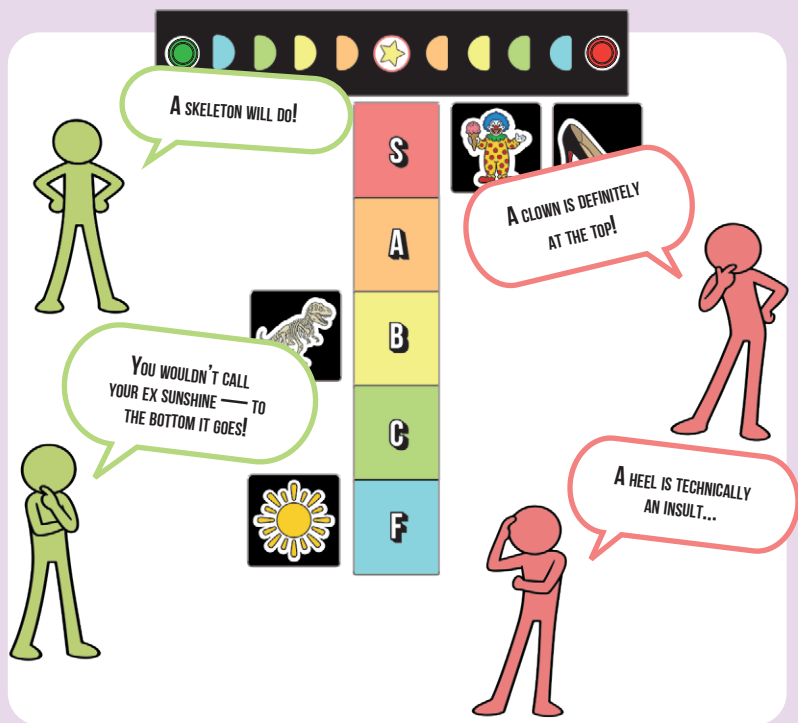
THEY SECRETLY LOOK AT
THE TOPIC TOGETHER.



EACH LEADER SECRETLY
RATE THEIR 5 CARDS ACCORDING
TO THE TOPIC.

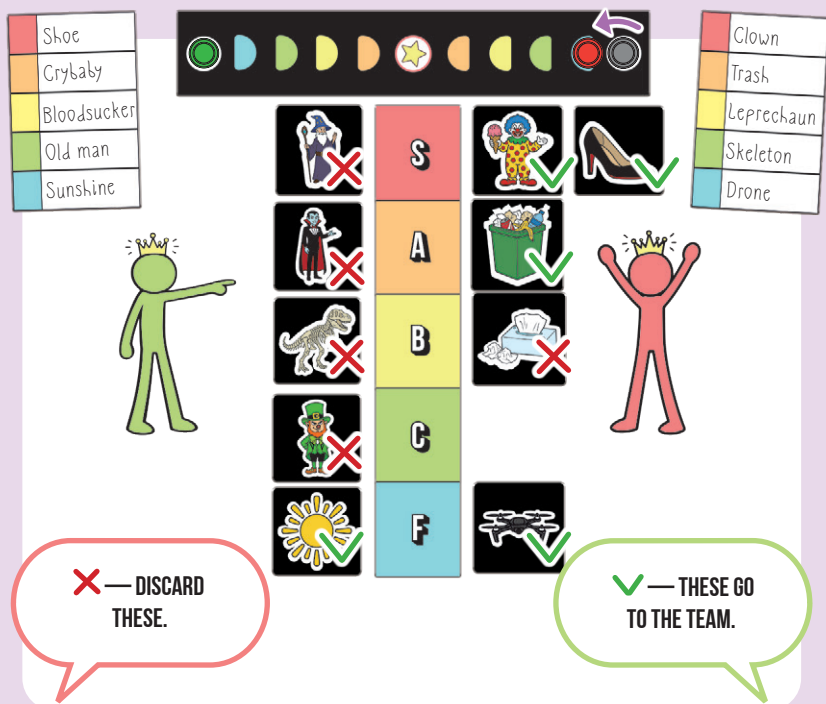
The team whose leader finishes writing first goes first. The leaders open the topic card and then remain silent and do not give any hints. Teams take turns:

- Take **any picture**, even from the other team's leader!
- Which slot did the leader put it in? Think together and place it in that slot on your side of the game board. **One slot can contain any number of picture cards!**



Special ability: if a team took a picture from their leader and placed it incorrectly, the leader can help them **once per round** and say: “Wrong”. After that, the team moves the picture to another slot, and then the leader remains silent again.

All done? The leaders reveal their notes. Take the cards lying correctly on your side of the game board — these are your team's victory points. Discard the rest.



Whichever team got more cards this round moves their token one step closer to the ★. Tied? Move both tokens!

When one of the tokens gets to the ★ — the game is over. The team whose token it was wins. If two token arrived at the same time, count who got more cards in total after all rounds.

Credits • Game Designer: Damir Khusnatdinov • **Producer:** Vladimir Grachov • **Game Development:** Elena Vornoskova, Egor Berezhkov, Andrey Vinner, Andrey Ramodin • **Design and Layout:** Darya Gorokhova, Kirill Ermakov • **Executive Editor:** Ilya Drozdov • **English Translation:** Luiza Kretova • **Editorial Director:** Alexander Kiselev • **Playtesters:** Sofia But, Anna Davydova, Luiza Kretova, Marina Kuznetsova, Petr Tyulenev, Artem Shorokhov and others • **Publisher:** Hobby World • **General Manager:** Mikhail Akulov • **Production Manager:** Ivan Popov • **Head of International Production:** Vladimir Sergeyev • **Prepress:** Ivan Sukhovey • **Creative Director:** Nikolay Pegasov • **International Distribution:** Kristina Kirpikova
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Rules version 1.0

