

2+ players
Ages 10+
4 - 7 min / round
15-30+ min
playtime

Components

108-card deck
 54 Phrase cards
 32 Rule cards
 22 Goal cards
 3-minute timer
 Writing pads
 Pencils

Astoundingly easy to teach and play!

Expandable via themed decks:



Positive social play and creative problem solving.

“Edu-tainment” value.

A party game for all kinds of players.

Alternate play modes

Solo play!
 Reverse Glom!
 Multi-Glom!



For parties, families, and classrooms!

GLOM

A romp of re-wording regular remarks.

Gameplay

You have three minutes to come up with a Glom...

Re-write the **Phrase**, while following the **Rule**, to best meet the **Goal**.



That's it!

First player to three Goal-scoring Gloms wins!

Playtesters say...

“As a former English teacher, I wish I had this game. I would have used it every day in class.”

“I got so excited, I spilled my drink. I’m gonna grab a towel.”

“I had more words, but lost them.” [room erupts in laughter]

“I’m a genius!”

“I wasn’t able to come up with a phrase every time, but I laughed every round!”

Will the music sway your body in coordination with my arms and torso?

Does disco or salsa work for your style of movement?

I WISH THIS WALTZ.

Listen to Glom being designed!
nicegames.club/episode/210

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TTS mod, playtest footage, and more nicegames.club/glom

