

GOAL OF THE GAME

The Clue Giver plays Clues to help the Guessers find the Secret Card.



GET READY!

Choose one player to be the **CLUE GIVER**. The other Players will be the **GUESSERS**. The Clue Giver must then do the following:

1. Shuffle the deck and place it face down on the table to form a **DRAW PILE**.
2. Pick up 12 cards from the pile and secretly look at 1 of them. This will be the **SECRET CARD** that must be found by the Guessers!
3. Shuffle the 12 cards in your hand, then **LAY THEM OUT ON THE TABLE**, face up, in a 4 x 3 grid pattern.
4. Draw the top 5 cards from the draw pile to form a starting hand. These will be the **CLUES** you can give.



HOW TO PLAY

Similo is a cooperative game: All players **WORK TOGETHER** to identify a **SECRET CARD** using a series of Clues. The game is played over 5 rounds.

1. PLAYING CLUES

The Clue Giver plays 1 Clue from their hand to help the Guessers find the Secret Card. There are 2 kinds of Clues:

REMOVE CLUES - cards played **HORIZONTALLY**; these Clues have something similar to one or more cards the Guessers should **REMOVE**.

KEEP CLUES - cards played **VERTICALLY**; these Clues have something similar to one or more cards the Guessers should **KEEP**.

Clues must be played next to the cards on display. All Clues stay in play until the end of the game.



ALL IN: PREDICTIONS



THE CREW:

JOURNEY TO THE ENDS OF THE EARTH



DROPS OF EVIL

Example: The secret card is **ALL IN: PREDICTIONS**. You could play **THE CREW: JOURNEY TO THE ENDS OF THE EARTH** as a Keep Clue, to suggest to the Guessers that the games to keep are card games or have a 2-5 player range. Or, you might play **DROPS OF EVIL** as a Remove Clue, to point out that the games to **REMOVE** are worker placement games, or are for up to 4 players.

HOW TO GIVE CLUES

The similarities between the games depicted on the Clues and those on the cards to remove (or to keep) are only limited by the Clue Giver's imagination... it will be up to the Guessers to understand what the Clue Giver is trying to suggest!



You may play **THE AMAZING JOURNEY** if you want to point the Guessers to games by Lorenzo Silva and Hjalmar Hach, travel-themed games, or games which feature animal characters.



You may play **BAG OF BUGS** if you want to point the Guessers to push-your-luck games, games with wooden components, or games for up to 5 players.



You may play **AZUL KIDS** if you want to point the Guessers to tile-laying games, kids versions of other games, or abstract puzzles.



You may play **CODENAMES: CRITICAL ROLE ADVENTURES** if you want to point the guessers to games with a licensed IP, new versions of existing games, or cooperative games.

THE CLUE GIVER CANNOT SPEAK, MAKE GESTURES, NOR USE ANY OTHER METHOD TO COMMUNICATE WITH THE GUESSERS: THEY CAN ONLY PLAY CLUES ON THE TABLE.

Right after playing a Clue, the Clue Giver draws 1 card to **REFILL THEIR HAND UP TO 5 CLUES**.

2. GUESSING

The Guessers analyze the Clue and discuss **WHICH CARDS TO REMOVE**, using the information the Clue Giver gave them.

ATTENTION! If the Guessers **REMOVE THE SECRET CARD** at any point during the game, all players **IMMEDIATELY LOSE!**



EXAMPLE: The Clue Giver plays **PETS ON MARS** as a **REMOVE CLUE**. The Guessers look at the cards on the table and begin to discuss. They think that the games to remove could be games featuring cats on their cover, or games for 2 to 4 players. They decide to remove **THE HAPPIEST CAT IN THE WORLD** since it fits both requirements.

The number of cards to remove varies from round to round:

Round	1	2	3	4	5
N° OF CARDS TO REMOVE	1	2	3	4	1

If **NONE** of the cards removed by the Guessers is the Secret Card, you can start the next round. **IF THE LAST CARD REMAINING AT THE END OF THE 5TH ROUND IS THE SECRET CARD, ALL PLAYERS WIN!**

HOW TO PLAY WITH DIFFERENT DECKS OF CARDS

There are different versions of Similo! If you have more than one, you can combine **TWO DIFFERENT DECKS OF CARDS** to create new and interesting strategies!

Just choose two versions of Similo and use one as the **GUESSING DECK (A)** and the other as the **CLUE DECK (B)**.

RULE CHANGES

To play a game with 2 decks, follow the regular game rules with the following changes:

1. When you pick up the 12 cards to lay out on the table, use the **GUESSING DECK** (deck A, for example: **SIMILO: BOARD GAMES 26**). After this, this deck won't be used for the rest of the game.
2. Whenever you must **DRAW CLUES** (either when forming your starting hand or when replenishing it at the end of each round), always use the **CLUE DECK** (deck B, for example: **SIMILO: WONDERS**).



ADVANCED VARIANT

If you want to further increase the difficulty of the game, try playing with the **ADVANCED VARIANT!**

This variant plays just like a regular game, with one exception: when the Clue Giver plays Clues, they can only play **REMOVE CLUES**.

CREDITS

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Many thanks to Hans im Glück for permission to use the Meeple logo.
The Meeple is the figure which originates from the board game Carcassonne.