



**INSIDE THE BOX:**

- deck of cards containing names of well-known characters
- 1 timer
- 1 score card
- 1 pouch
- 1 rule book



**GOAL:**

The aim is to beat the other teams by your team getting the most correct guesses and thus the highest score at the end of the game. Team members each have a chance to describe the characters on the cards to their team. There are 5 rounds played with different rules for giving clues in each round – see below.

**PLAYERS AND TEAMS:**

A minimum of 4 players (2 per team) but can be as many as you like. Teams do not have to have even numbers of players.

**PLAY COMMENCES AS FOLLOWS:**

**SETUP**

- See Rules below to decide on General or Optional Rules.
- Each player removes 3 cards from the card box – this should be done randomly.
- Players may or may not read the names on their own cards depending on the rules decided.
- The cards selected are thrown into the pouch provided and the remainder of the cards are left in the box and excluded from play.

## **GAME**

The game is played in 5 rounds. Play in each round commences as follows:

- Teams have turns in guessing.
- One team member is chosen to start as the describer.
- The timer is set and the describer withdraws a card from the pouch.
- The describer then gives clues to their teammates according to the Round being played.
- Even if the describer does not know the character, they must attempt to give clues as to the name.
- Their teammates shout out possible names until correct.
- The card is set aside and the describer continues taking cards and describing until the timer is up, when play goes to the next team.
- Each member of a team has a turn to be the describer.
- When all cards have been guessed, each team counts their correct guesses, and the tally is written on the scoreboard.
- The cards are returned to the pouch and play continues in the next round until all Rounds have been played.
- Tallies are totalled at the end to see which team won.

### **ROUND ONE – Get Verbal!**

- The describer gives clues by describing the character on the card without using any of the words on the card.
- Make sure to listen to all clues and answers for *all* teams in this round as this will help in the following rounds.
- If you don't know who the character is, you must still describe the name. For example, if you get a card that says Donald Trump and you have no idea who he is, you could say 'the first name of the duck in Disney and his surname starts with a drink that you have that's not coffee and the rest is a steak cut'.

### **ROUND TWO- One Word Only!**

- Describers are now only allowed to use one word as the clue. This is why it's really important to listen to clues and answers in Round One.

### **ROUND THREE – Act It Out!**

- Describer has to act out the clue as in the way that Charades is played with no use of words or sounds permitted.

### **ROUND FOUR – Draw It!**

- Clues are drawn without any words or sounds allowed.
- Stick figures rule! Dashes may be used to indicate the number of letters and words in the name and use the male/female sign to indicate gender.

### **ROUND FIVE – Noisy No Faces!**

- If a bed sheet or similar is available, describer has to act out the clue under a sheet.
- Describer is permitted to make sounds, but no words are allowed. Grunting, groaning, whistling all allowed. Humming or singing of tunes is permitted. You may not make up your own weird song. It has to be a real song.

## WINNING

The team with the highest number of correct guesses is the winning team. CONGRATULATIONS!

## RULES

- General rule:** Players may not read the names on their cards as they draw them from the deck in the Setup, so that no-one knows any of the names selected.  
**Optional rule:** Players may read the names on their selected cards in which case they will know the three characters they have drawn from the deck.
- General rule:** If a describer does not know the character on the card, they may not discard and take a new card.  
**Optional rule:** They may discard by returning card to the pouch and withdrawing another card. Only one pass per turn is allowed.
- Some cards contain words in brackets. These are to clarify who the character is.  
**General rule:** Words in brackets may not be used in clues.  
**Optional rule:** Words in brackets may be used in clues.
- If the timer sounds halfway through a describer's turn, the timer is paused, cards are counted for each team, tallies are written on the scoreboard and then returned to the pouch. The timer is resumed, and the describer then continues in the next round to finish his turn.
- Whereas words on the cards may not be used in describing the person, the word 'The' is excluded from the rule. e.g. George The Plumber – The words George and Plumber may not be used but the word 'The' is allowed.
- It is not permitted to use initials when describing, e.g. may not say that the person's name begins with a certain letter as in saying that the initials are GL for George Lucas. However, if playing with younger people, players may decide before the game starts, if this is permissible.
- If the describer breaks any of the rules in any of the rounds, the card is returned to the pouch even if the team guessed correctly and is not added to their score.
- Standard play is the first three rounds with the option to play Round Four and Round Five, but it is optional to play any combination of the five rounds.

