



Taboo

- Taboo is a think fast, talk fast, game where saying the wrong thing could make you lose the game.
- Get your team to say the word on the card without using one of the five taboo words listed on the card.
- Get your team to say your word and get a point.
- The team with the most points wins.

Rules

Rounds last 180 seconds
(3 minutes)

One player from the team
gets to know the word.

They try to get their team
to guess the word at the
top of the page.

The player has a limited
amount of time to give
clues.

The player cannot use
any of the "taboo" words
or phrases listed on the
page.

If the team guesses the
word correctly, they earn
a point.

If they use a taboo word
or phrase, their turn
ends, and they lose a
point

If they pass on the Taboo
word, then they lose a
point but keep going

The game ends when one
Team reaches 10 points.

Example – APPLE

You can't say: RED, FRUIT, PIE, CIDER, or CORE

- No form or part of these words can be given as clues
- You can't say "it rhymes with" or "sounds like" words
- No initials or abbreviations

What clues you might say:

- "New York is also known as the big 'what'?"
- "Doctors recommend eating one of these a day to keep them away"
- You can give gestures like charades
- You may use sound effects

As you call out the clues, your Team shouts out keywords

There is no penalty or limit for wrong guesses