

Taboo®

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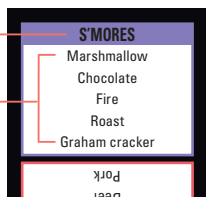


Contents: 162 cards, squeaker, sand timer, game-changer die, and score pad

OBJECT

Get your team to say the **GUESS** word...

But don't say any of the **TABOO** words or the other team will **SQUEAK** you!

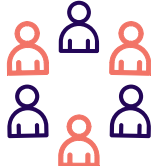


EXAMPLE:
"WE MAKE THESE WHEN CAMPING!"

SET UP

1 SPLIT INTO TWO EVEN TEAMS.

Sit like this so you can keep an eye on each other.



2 SORT THE CARDS.

Decide which color to play this game. Make sure the cards are all facing the same way, then put them in piles with that color facedown.

If you prefer to play with a card holder, place the decks facedown in the plastic tray. Then you can prop up cards as you flip them on your turn!



PLAY

Teams take turns playing, so decide which team goes first!

ON YOUR TEAM'S TURN

- 1 Pick someone to be the describer and give them a stack of cards. Everyone else will guess.
- 2 Someone from the other team grabs the squeaker and peers over the describer's shoulder. They'll squeak if the describer breaks any rules.

(See back page for details!)



- 3 Start the timer! Describer, flip a card and describe the Guess word, avoiding the Taboo words.

- If your team says the **Guess word**, put that card to the side as a point.
- If you get **squeaked** or **decide to skip**, set that card to the other side.

Keep flipping cards and describing words until time runs out!



- 4 Now, tally up the points:
 - **Score 1 point** for each card your team guessed correctly.
 - **Give 1 point** to the other team for each card squeaked or skipped.

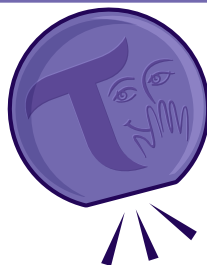
Now the other team plays! Make sure teams switch up the describer each round.



WHEN TO SQUEAK!

Squeak if the describer breaks any of these rules:

- Don't say any part of any word on the card.
(E.g., you can't say "space" or "ship" if the word is "spaceship.")
- No sneaky plurals or abbreviations.
(E.g., you can't say "feet" for "foot" or "TV" for "television.")
- No gestures, noises, or sound effects. You're free to sing, though!
- No "sounds like," "rhymes with," or "starts with the letter" — C'mon, that's too easy!



WIN

Once all players have taken equal turns as the describer, the team with the most points wins!
If there's a tie, each team takes one more turn.

GAME-CHANGER DIE

Looking to mix things up? Add a twist to classic play by rolling this die before you start the timer!



ONE GUESSER

Choose only one teammate to guess on your turn!



DOUBLE TIME

When the timer runs out, flip it and keep going! To keep things fair, the other team also gets to do this on their next turn.



STATUE

Sit perfectly still while giving clues. The other team flips your cards.



ALL PLAY

Both teams can guess the word being described and try to win that point!



CLASSIC PLAY

Nothing new. Just follow the classic rules.

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