

<b>OLYMPIC GAMES (1980)</b>  Sport Moscow Competition	<b>IRON CURTAIN</b>  Fence Hungary Austria	<b>MARSHALL PLAN</b>  Money USA Europe
<b>NATO</b>  Military Alliance Country	<b>NASA</b>  Space USA Rocket	<b>SPACE RACE</b>  Russia USA Rocket
<b>MARXISM</b>  Karl Marx Friedrich Engels System	<b>PROXY WAR</b>  States External Parties	<b>SPUTNIK</b>  Rocket Soviet Union Satellite
<b>WARSAW PACT (1952)</b>  Communism URSS Warsaw	<b>FRANCISCO FRANCO</b>  Spain Dictatorship Civil War	<b>SECOND WORLD WAR</b>  Hitler Germany 1939-45



<b>EUROPEAN UNION</b>  Brussels Euro Europe	<b>FIDEL CASTRO</b>  Cuba USA Communism	<b>CHURCHILL</b>  Yalta Conference UK Uprising
<b>YALTA CONFERENCE</b>  Churchill Roosevelt Stalin	<b>ROOSEVELT</b>  USA Yalta Conference WW II	<b>STALIN</b>  USSR Yalta Conference Alliance



# **TABOO**

## **INSTRUCTIONS:**

### **Game setup:**

Print and cut out the cards.

Six or more players are divided up into two teams, with one team referred to as Team A and the other team referred to as Team B.

The cards are placed in a pile and Team A selects a person in their group to be the "Clue-giver". This person takes the first card away from his team so that they cannot see it. Clue cards have the clue word on the top of the card and the taboo words listed below the clue word. Clue-givers must get their team to say the guess-word on the card without using one of the taboo words in one of their clues. If a taboo word is used then Team A is penalised: Team B keeps the card and the point for that card goes for them. The game continues until time (2 minutes) runs out. Each time a teammate successfully guesses a clue-word, they must keep the card and each card they've won represents one point for Team A.

### **Gameplay and Scoring:**

The team not giving clues must watch for Taboo words used or other violations of the rules. If they successfully spot a rule being broken, they may say it out loud to interrupt play and very briefly explain the infraction. Clue-givers must place the current card into the other team pile, so at the end of the game those cards would turn into points for Team B. Then it's the other team's turn, the Clue-giver of Team B must draw a new card. Once each player has taken a turn as a Clue-giver or there are no more cards left, the game ends. If teams are uneven, a player in the smaller team is the clue-giver twice.

### **Rules:**

1. Clue-givers may not use any taboo words, including abbreviations and any part of the taboo word.
2. Clue-givers may not use sound effects or use gestures to indicate the clue word.
3. When time is called, the card goes into the other team's pile.

### **Scoring:**

Each team counts the cards they've won and the team with the higher amount of points win.