

WHAT'S IN THE BOX?

280 Cards/1,400 Words
Scorepad
Pencil
Rules

OBJECT OF THE GAME

Teams compete head-to-head in a fast-paced, fiercely fun charades competition. The team with the most points after 10 rounds wins!

READY

Split into teams of three or more and sit together. Choose fun team names and write them on the scorepad. Place a pile of Speed Charades cards face down where they are easily accessible to both teams but won't get in the way of the game.

SET

Each team selects a player to be the first actor (everyone will get a turn). Each actor selects a Speed Charades card from the top of the deck and reviews the words and phrases on the card.

The actors decide together whether to proceed with their cards or "pass" and select another. Actors can "pass" on the selected cards one time, but both actors must agree. If one actor doesn't want a new card, then both actors must act out the words on the first card drawn.



GO!

Starting at the same time, and without making a sound, actors act out the words on their cards for their teams until one team guesses **4 of the 5** words correctly. Actors don't have to act out the words in the order they appear on the card and may skip and then go back to any word. **Hint:** Act out the easiest words on the card first.

The first team to guess **4 of the 5** words wins the round. The winner of each round earns 1 point and marks it on the scorepad.



WINNING THE GAME!

Teams score **1 point** for each round they win. At the end of 10 rounds, the team with the most points wins!

THINGS TO KNOW

TIE-BREAKER

If there is a tie after 10 rounds, each team selects its best actor, takes 3 cards from the Speed Charades deck, and chooses 1 of the 3 cards for the other team to act out. The first team to guess 4 of the 5 words wins!

SHHH! DON'T MAKE A SOUND

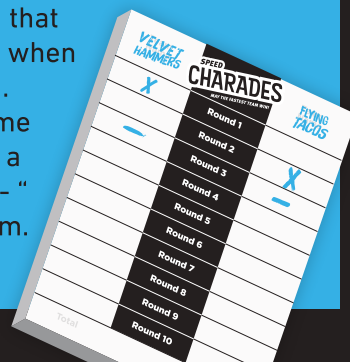
If an actor speaks or "mouths" any part of a word, that word becomes invalid and doesn't count. (**Hint:** If 2 words become invalid, a team can't guess 4 words to win the round.) The use of objects or people in the room is permitted and encouraged.

WHAT'S A CORRECT GUESS?

A word is only guessed correctly when a team calls out the complete word or phrase as written on the card. For example, if the word is "mopping" and the team guesses "mop", the word has not been guessed correctly.

AT AN IMPASSE

If neither team can guess 4 of the 5 words, start a 30 second timer (**Hint:** use a smartphone) and play until time runs out. The team that has guessed the most words when time runs out wins the round. If the teams are tied when time runs out, neither team earns a point for the round. Mark a " - " on the scorepad for each team.



OTHER FUN WAYS TO PLAY

5 FOR 5

Follow the same rules, except actors must get their teams to guess all 5 words on their cards. The first team to guess all 5 words wins the round!

TAG-TEAM CHARADES

Each team selects an actor to go first. Each actor picks a card and, starting at the same time as the other team, tries to get his or her team to guess one word on the card. When an actor's team correctly guesses a word on the card, he or she hands the card to a teammate, and that player acts out a second word on the card. When a team correctly guesses the second word, the process continues with a third and then a fourth teammate acting out the remaining words on the card. Once a teammate has acted out a word, he or she must remain silent for the rest of the round, leaving the remaining players to guess.

The first team to guess 4 of the 5 words on the card wins the round! After a round is complete, all players are back in the game, and each team selects a new actor to start the next round. Each round is worth 1 point. The team with the most points after 10 rounds wins! **Hint:** Tag-team charades works best with larger groups of 5 or more players per team.

LARGE GROUPS (12+ PLAYERS)

The more the merrier! Make sure you have plenty of room. Divide into 3 (or more) teams and compete all at once. The first team to guess 4 of the 5 words wins the round. At the end of 10 rounds, the team with the most points wins!

PLAYING WITH YOUNGER PLAYERS

Have an adult select a card with words that are easier for younger players to act out. Younger players can also participate as full-time guessers.

Hint: Before the round, take the younger player who will be acting aside and explain the words.

ADDITIONAL PARTY SUGGESTIONS

- Play your favorite music between rounds as teams switch actors and as the actors review their cards. Music gets the crowd clapping and involved in the game. Be sure to turn the music down when the round starts.
- Make your own Speed Charades Champions Trophy to be kept and proudly displayed by a member of the winning team until the next time the group gets together to play Speed Charades!

CHARADE TIPS

- Let your team know a word sounds similar to the word you are acting by grabbing your earlobe and lightly tug on it.
- For shorter words, put your hands close together.
- To show the extension of a word, for instance, 'mopping' instead of 'mop', make an action like you are stretching something.
- If a guess is close, wave your hands as if showing "next". This will let the team know they are close to the correct answer.
- When a teammate says the correct word, point to the person and nod your head.



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