How to play Obama Llama without the drama

Please hand these instructions to the most sensible person in the room. If that isn't you, thanks for owning up, we appreciate your honesty.

The aim of the game

The key to this game is to rhyme your socks off and win points for your team. The more points you win, the more **Rhyming Pair** cards you get to turn over. Find two Rhyming Pair cards that rhyme to keep them. The team with the most pairs at the end of the game wins.

Feeling smart? Let's make a start

First, split into two teams of two or more. Then shuffle the Rhyming Pair cards and deal them out face down in the middle of the table, like this:

Three rhyming rounds

The person who looks most like Obama or a Llama goes first. They roll the dice. Roll **green** and they play from the **Describe It** pack. Roll **pink** and it's the **Solve It** pile. Get **yellow** and they're on **Act It**. As soon as they start a card, their team has **30 seconds** to guess as many rhymes as they can.

The other team keeps time using the stopwatch on their phone (or by downloading the **Obama Llama** countdown app). They keep score using the pad provided. After **30** seconds it's the other team's turn.





The person going first draws a green card and describes the rhymes on it to their teammates without using any of the words on the card. Their teammates try to solve the clue by shouting out possible rhymes. For every rhyme they get right in 30 seconds, they get a point. If they solve all three on the card before the time runs out, the reader quickly draws another card and keeps going.

Pass

If they get stuck, they are allowed to pass. Each team gets **one** pass every 30 seconds.

Discarding Cards

If a team hasn't finished a card and they're out of time, they put it back on top of the pile for another team to finish off. If a team completes a card, it goes to the bottom of the pile.

otato 2016

Rhyming Pair Cards

Every time a team earns **three** points they get to turn over two Rhyming Pair cards. If they fail to find a pair then the team must turn those unmatched cards back over. Each time you find a pair you keep it and **get another go** at trying to find a match.



'Dirrty' singer and former Mickey Mouse Club member carrying a coffin Christina Aguilera is a pallbearer

Baywatch actor forcing air out of his mouth because he has a cold David Hasselhoff has a cough

Kim Kardashian's husband has just revealed secrets to a priest Kanye West has confessed

One member of the team draws a pink card and reads the clue on the card to their teammates. (Not the rhyme in italics!) Their teammates now have to yell out possible rhyming solutions. For each correct rhyme they get in 30 seconds they earn a point. As before, three points means they get to turn over two Rhyming Pair cards. Any unfinished cards go back on top of the pile to be finished by the next team to roll pink.

Act it 33

Babe Ruth in a phone booth

Babe Ruth pulls a tooth

Babe Ruth is a sleuth

One member of the team draws a yellow card and shows the celebrity name on the card to their teammates. That person now has to silently act out the three rhymes on the other side of the card in 30 seconds, with their teammates shouting out possible rhymes. For each rhyme correctly guessed, the team earn a point. Again, any unfinished cards go back on top of the pile.

Scoring doesn't have to be boring

Keep score throughout using a **Score Pad.**Sometimes a team will only earn one or two points during a round. For every line of three you fill, you get to turn two Rhyming Pair cards.
Fill two lines and get two

attempts at matching up pairs.

team 1	team 2
99 90 000 000 000 000 000	1000

Winner, winner, chicken dinner

The game ends when all of the Rhyming Pair cards have been paired up. The team with the most are crowned champions and have permission to arrange an open-top bus parade in their home town.









Get your free Obama Llama countdown clock which 'orgles' when 30 seconds is up. Simply download the Big Potato Games app.