PLAYING THE GAME

The following sections are for Kids Charades, Family Charades, Animal Party, Hollywood, and Time Capsule. If you are playing Picture Charades, skip this section, and move ahead to the section entitled Playing Picture Charades.

**Team ONE** selects one member to be the first actor (this role must rotate between all players on the team - every team member must be an actor before the first player can take on this role again).

Each card has three charades. Spin the spinner. This will determine which charade the team should act.

- **Team ONE** acts the first charade on the card
- **Team ONE** acts the second charade on the card
- **Team ONE** acts the third charade on the card

The team to the left (**Team TWO**) selects any one charade from the card, which **Team ONE** should act.

The team in the left (**Team TWO**) selects any one charade from the card, which **Team ONE** should act.

**Team ONE** acts all three charades on the card in any order they want.

Beside each charade is a number which indicates how long the actor has to perform the charade. Any player on an opposing team flips over the sand-timer, and the actor now has 30 seconds to act the charade for his/her teammates. For 60 seconds, flip the sand-timer over again, and once again for 90 seconds. If the "**ALL THREE**" was spun, the actor has 90 seconds to act all three charades on the card – irrespective of what is written beside each charade.

The actor must not:

- Talk, hum, or give any other verbal clues
- Mouth words or letters or draw letters in the air
- Point to any object in the room

When a charade is guessed correctly within the allowed time, **Team ONE** earns 1 point, and the scorekeeper writes the points earned in the appropriate space on the score pad. If the charade is not guessed correctly, the scorekeeper writes a zero on the score pad. If the "**ALL THREE**" was spun, the team receives 1 point for each charade that was guessed correctly.

A charade is only guessed correctly when a teammate calls out the complete charade as written on the card. For example, if the charade is "hitting a grand slam home run" and the guesser only says "hitting a grand slam", the charade has not been guessed correctly.

The card is now placed at the bottom of the pile, and play moves clockwise around the room to **Team TWO**.

Once all teams have completed 12 rounds, total up the scores. The team with the most points wins the game!

OBJECT OF THE GAME

Players must perform and guess a whole host of fun charades that will have everyone laughing out loud. The team with the most points after 12 rounds wins the game!

BEFORE YOU START

Select which of the six charades games you want to play. Shuffle the cards and place the deck within easy reach of all teams, making sure that the charades side is facing down.

If you are playing Picture Charades, skip this section, and move ahead to the section entitled Playing Picture Charades.

Divide into teams, with at least two players per team. There is no limit to how many players can be on a team, nor do teams need to have an even amount of players.

If one team has younger players, you can play two games at the same time. For example, a younger team could act charades from the Kids Charades deck, while a more experienced team could act charades from the Time Capsule deck.

Choose one player to be the scorekeeper.

The team with the youngest player goes first (**Team ONE**).

PLAYING PICTURE CHARADES

Picture Charades is designed for children who are still too young to read. It is all about being imaginative and having fun. For this reason, we do not recommend playing Picture Charades with a sand-timer, nor do we recommend playing for points. Everyone should play together on the SAME team.

The oldest player is the first actor. The role of actor must rotate between all players on the team - every team member must be an actor before the first player can take on this role again.

The actor now has an unlimited amount of time to act the charade for his/her teammates. Everyone should play together on the SAME team.

The object of the game is to have everyone laughing out loud. The team with the most points after 12 rounds wins the game!
NUMBER OF WORDS IN THE CHARADE
Hold up the corresponding number of fingers.

WHICH WORD YOU ARE WORKING ON
Hold up the number of letters again.

NUMBER OF SYLLABLES IN THE WORD
Lay the number of fingers on your arm.

WHICH SYLLABLE YOU ARE ON
Lay the number of fingers on your arm again.

LENGTH OF WORD
Make a “little” or “big” sign as if you were measuring a fish.

SOMEBODY HAS GUESSED PART OF THE CHARADE CORRECTLY
Point at your nose with one hand, while pointing at the person with your other hand.

SOUNDS LIKE OR RHYMES WITH
Cup one hand behind an ear, or pull on your earlobe.

LONGER VERSION OF
Pretend to stretch a piece of elastic.

SHORTER VERSION OF
Do a “karate chop” with your hand.

PLURAL
Link your little fingers.

PAST TENSE
Wave your hand over your shoulder toward your back.

OPPOSITE
Form each hand into a hitchhiker’s thumb signal and point them in opposite directions.

THE ENTIRE CONCEPT
Sweep your arms through the air making big brackets.

A LETTER OF THE ALPHABET
Move your hand in a chopping motion toward your arm (near the top of your fingers if the letter is near the beginning of the alphabet, and near the bottom of your arm if the letter is near the end of the alphabet).

A COLOR
Point to your tongue, then point to an object of the color you’re trying to convey. If no objects are available, then pantomime an object that typically possesses the color in question.

CLOSE, KEEP GUESSING!
Frantically wave your hands about to keep the guessers coming, or pretend to fan yourself, as if to say “getting hotter.”

STOP! WORK ON SOMETHING ELSE
Hold both hands up to the limit of your flexibility, facing your teammates, while simultaneously shaking your head, open-eyed.

COMMON SMALLER WORDS:

“A” make index fingers together.

“I” point at your ear, or your chest.

“THE” make a “T” sign with your index fingers.

“THAT” make a “T” with your index fingers, followed by one flattened hand tapping your head for “hat”. Following this with the “opposite” sign indicates the word “This.”

“OR” pretend to paddle a canoe.

“ON” make your index finger leap on to the palm of your other hand. Reverse this gesture to indicate “Off.”