

## Rules

# Act Fast

## Speed Charades

Game Play  
15 - 20  
minutes

Frantic  
Fun!

### Contents

- 9 sand timers (15 seconds each)
- 4 Active Timer cards
- 140 Act Fast cards
- score pad and pencil

### Overview

The following are the rules for a 4-6 player game. If you have more players, after you have read these rules please also review the [More Players!](#) section.

### Roles

There are 3 roles in the game:

- **Actors** (2-4 players)
- **Time Keeper**
- **Guesser**

### The Actors • Be prepared for a workout!

Each **Actor** will have a deck of Act Fast cards, an Active Timer card, and some sand timers. If playing with 2 or 3 **Actors**, each **Actor** has 3 sand timers. If playing with 4 **Actors**, each **Actor** has 2 sand timers.

When the **Time Keeper** gives the signal, all **Actors** will take one of their sand timers and flip it over onto their Active Timer card. Then each **Actor** takes an Act Fast card and acts out a charade from the card. (**Actors** must follow all the usual charades rules of not making noises, or writing in the air. Pointing is allowed.)

### The Time Keeper • Keep an eagle eye!

The **Time Keeper** must not be distracted by the shenanigans of the **Actors**. Their job is to watch the sand timers on the Active Timer cards and alert everyone if one runs out before a charade is guessed. The **Time Keeper** will also act as the score keeper between rounds. Begin by writing all the players names on the score pad.

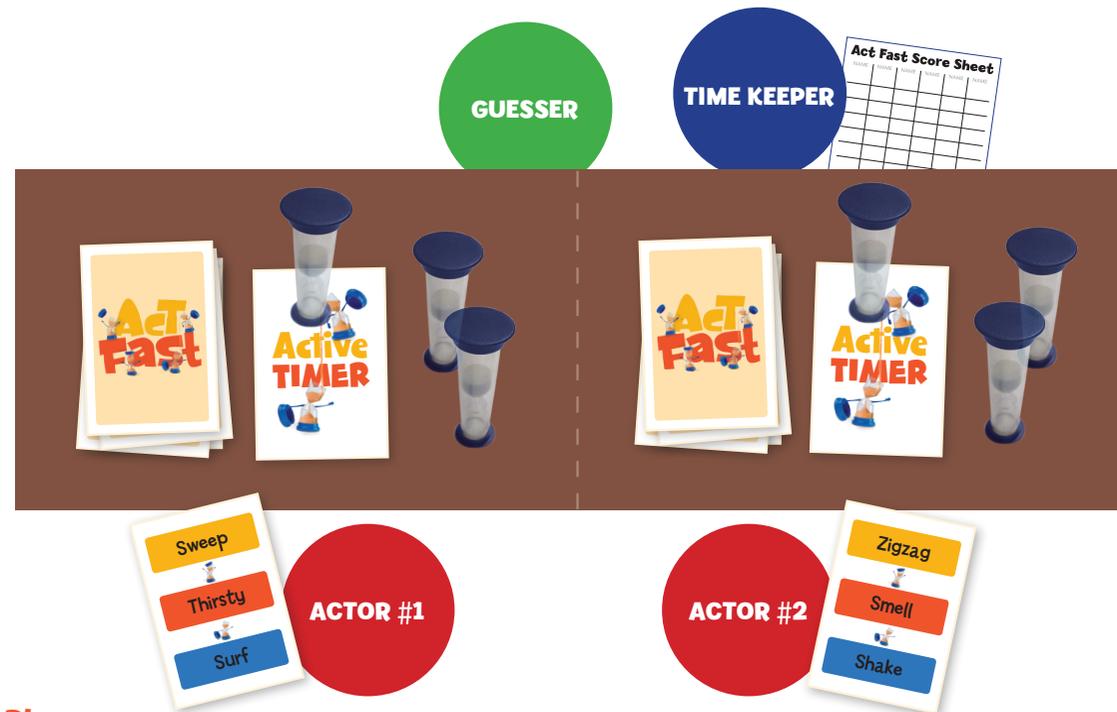
### The Guesser • Say whatever crosses your mind!

The **Guesser** has the task of watching all the **Actors** as they each charade a different word. It is the **Guesser's** goal to guess everyone's charade before their sand timer runs out. It is important that the **Guesser** follow every **Actor's** efforts and not play favorites. Inevitably, there will be a charade that the **Guesser** won't guess in time, but before that happens guess as many as possible, because that is how the **Guesser** earns points.

### Set up

It is recommended that you use a table for this game. The **Time Keeper** and the **Guesser** can sit on one side, and the **Actors** act on the other side. The **Actors** should stand apart to maximize their charadeing abilities. They will also use the table to hold their cards and sand timers.

Each **Actor** is given a stack of charades cards. The Act Fast cards have 3 charades on each card. Before you begin, decide if you are playing with the **yellow**, **orange**, or **blue** charades.



### How to Play

When the **Time Keeper** gives a "go" signal, all **Actors** flip a timer onto their Active Timer card, grab a card, and start charadeing. The **Guesser** immediately starts guessing what each **Actor** is trying to communicate. When an **Actor** hears the **Guesser** call out the correct answer to their charade, they remove the current one from the Active Timer card and replace it with a new freshly-flipped timer. Then the **Actor** grabs a new Act Fast card and starts a new charade.

Be mindful of where you put your completed Act Fast cards. You will need them later to score points. **Actors** continue the cycle of flipping timers and charadeing until someone's active timer runs out and the **Time Keeper** calls "stop".

### Ending and Scoring a Round

As soon as an **Actor's** active sand timer drains completely and the **Time Keeper** calls "stop", the round is over. **Actors**

gather their correctly guessed Act Fast cards and count them. The **Time Keeper** gives each **Actor** two points for each of their cards. Then, the **Time Keeper** collects all the correctly guessed cards from the **Actors** and counts them, giving the **Guesser** 1 point for each. The **Time Keeper** then puts these cards aside in a discard area.

Now everyone rotates position. The **Guesser** becomes one of the **Actors**, the **Time Keeper** becomes the **Guesser**, and an **Actor** becomes the **Time Keeper**.

### Winning

Play continues until everyone has had two turns as the **Guesser**. Add up the points to see who wins!



### More Players! • The more the merrier!

There are different ways to incorporate more players into the game.

#### A: DIVIDE INTO TEAMS

You can divide into teams and have each team take a turn at play. A team needs at least 2 **Actors** and a **Guesser**. Another team can provide a **Time Keeper**. A team is awarded one point for each correctly guessed charade. Teams take turns until every player has had an opportunity to be the **Guesser**. Tally the points for the win!

#### B: TAG TEAM

Everyone pairs up. One pair will take the roles of **Guesser** and **Time Keeper**. The other pairs will form a line in front of their sand timer stations. One **Actor** from each **Actor Team** does a first charade. Then, when it is guessed, the second member of the team flips a new sand timer and grabs an Act Fast card, and performs the second charade. **Actor Teams** keep alternating until the **Time Keeper** calls stop.

#### C: RELAY TEAM

Instead of just a tag team of two, teams of **Actors** are 3 or 4 deep. Maximum mayhem for those who enjoy chaos!

### Notes

**Is a guess correct if it's not letter perfect?** • Yes. This game is about speed over accuracy. Did the **Guesser** say "egg" instead of "eggs"? Did they say "walking" instead of "walk"? Did they say "bow and arrow" when it was just "arrow"? Good enough! Next!

**What happens in a tie?** • Play again!

#### B: TAG TEAM



**What if the timer ran out by accident?** • The **Actor** forgot to place a new timer? Too bad. Round over.

**Need more cards?** • Shuffle and distribute the discards (the cards the **Time Keeper** has scored). Choose a new color to charade.

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