

Instructions

Step One: 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. The team with the youngest player goes first.

Step Two: There are 5 charades on each card. Choose which number you will play for this game (use a different number each game, to avoid having duplicate charades). Shuffle the cards and count out 5 cards for each team (ie. if playing with 3 teams, count out 15 cards). Place the cards face down, within easy reach of all teams.

Step Three: Team One selects a member to be the first actor (all players on each team must take turns being the actor).

Player One takes the top card and acts out the charade indicated by the number selected in Step Two. A time limit is indicated next to each charade. Actors have 30 seconds, 60 seconds or 90 seconds to perform a charade. A player on an opposing team must time Player One. A timer is required.

The actor must not:

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

Step Four: If the charade is guessed correctly within the allowed time, Team One keeps the card. If the charade is not guessed correctly, the card is discarded. A charade is only guessed correctly when a teammate calls out the complete charade as written on the card within the allowed time.

Step Five: Play moves clockwise around the room to Team Two. Once all the cards in the draw pile have been used, the team with the most cards in their possession wins.

Visit www.outsetmedia.com/charadessignals for a list of standard charades signs and shortcuts.



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