



OBJECT OF THE GAME

The object of the Christmas Charades game is to collect cards by guessing charades correctly. The first team to collect ten cards wins the game.

SETTING UP THE GAME

You will need a stopwatch or timing device.

Divide into teams. Shuffle all the cards and place the deck within easy reach of all players.

The team with the most people who have completed their Christmas shopping goes first.

This is charades - it's a miming game with no talking, noise-making, whistling, or any other form of communication other than silent acting.

Standard symbols of charades may be used, such as sounds like, number of words, number of syllables, etc. For a guide to commonly used charades signs, please visit www.outsetmedia.com/charadessignals

PLAYING THE GAME

The first player draws a card and becomes the actor for that round. All team members must take turns being the actor.

Teams have 15, 30, or 60 seconds to guess the charade (as indicated on the card). If the team solves the charade within the time limit, they keep their card. Guesses must be accurate and complete, including all words on the card.

If the team is unable to guess the charade in time, the card is discarded. Whether the charade is guessed correctly or not, play moves to the next team.