

Contents

60 cards, Pencil, One minute sand timer, Score pad

Object of the game

Players must perform and guess a whole host of fun charades that will have everyone laughing out loud. Each charade is ranked by difficulty – the harder the charade the more points your team can earn by guessing it correctly. The team with the most points after 10 rounds is the winner.

Before you start

Divide into teams with at least two players per team. There is no limit to how many players can be on one team.

Decide how long each charade should last. For a novice group allow each team 3 minutes (by flipping over the sand timer an extra two times). Most groups should play with 2 minutes per round (one extra flip of the sand timer). Only a group of charades experts should play with a 1 minute round.

Choose one player to be the scorekeeper. He/she should write all the team names at the top of a score sheet.

Shuffle the pack of cards and place them within easy reach of all teams, making sure that the charade side is facing down.

Chili Rating System

Beside each charade is a symbol that denotes the difficulty of each charade.



I could do this with my hands tied behind my back!



Your everyday charade... perfect for novice players.



Watch the timer because this might take a minute!



Hey! What's going on... this is getting hard.



Urghhh! My brain is on fire!

Playing the Game

The best looking team goes first.

Select one team 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. Without reading the card, the **actor** must declare which of the three charades he/she will perform (i.e. first charade, second charade, or third charade). Note that charades do not appear in any particular order of difficulty.

The **actor** now takes the top card from the pile. Any player on an opposing team flips over the sand timer. The **actor** now has 1, 2 or 3 minutes to act the charade for his/her teammates.

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 (except to indicate color)

When a charade is guessed correctly within the allowed time, the team earns the number of points equal to the number of chilies beside the charade. The harder the charade, the more points you earn.

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 homerun” and the guesser only says “hitting a grand slam”, the charade has not been guessed correctly.

If the charade is guessed correctly, the scorekeeper writes the points earned in the appropriate space on the score sheet.

If the charade is not guessed correctly, the scorekeeper writes a zero on the score sheet.

The charade card is now placed at the bottom of the pile, and play moves to the next team. Play moves clockwise around the room.

Winning the Game

Once all teams have completed 10 rounds, total up the scores. The team with the most points wins the game!



Standard Charade Signals

PERSON	Stand with hands on hips.
BOOK TITLE	Unfold your hands as if they were a book.
MOVIE TITLE	Pretend to crank an old-fashioned movie camera.
SONG TITLE	Pretend to sing.
TV SHOW	Draw a rectangle to outline a TV screen.
QUOTE OR PHRASE	Make quotation marks in the air with your fingers.
PLAY TITLE	Place both hands out, palms facing the audience and touching at the thumbs, and draw them apart like a theater curtain.
LOCATION	Make a circle with one hand, then point to it, as if pointing to a dot on a map.
EVENT	Point to your wrist as if you were wearing a watch.
COMPUTER GAME	Using both hands move thumbs like using a game pad.
WEBSITE	Hold one hand out, palm down, horizontal to the ground, as if holding a computer mouse. Make a sweeping motion side to side, then stop and tap index finger as if “clicking”.

To indicate other characteristics of the word or phrase:

NO. OF WORDS IN CHARADE	Hold up the corresponding number of fingers.
WHICH WORD YOU'RE WORKING ON	Hold up the number of fingers again.
NO. OF SYLLABLES IN WORD	Lay the number of fingers on your arm.
WHICH SYLLABLE YOU'RE 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.
SOMEONE 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.

A LETTER OF THE ALPHABET

Move your hand in a chopping motion toward your arm (near the top of your forearm 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

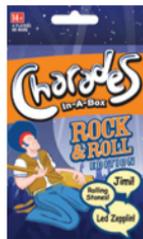
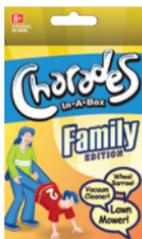
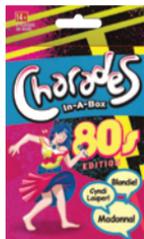
Point to your tongue, then point to an object of the color you're trying to convey. If no objects are available, then pantomime an object that typically possesses the color in question.

CLOSE, KEEP GUESSING!

Frantically wave your hands about to keep the guesses coming, or pretend to fan yourself, as if to say "getting hotter".

STOP! WORK ON SOMETHING ELSE

Hold both arms out in front of you, palms of your hands waving, facing your teammates, while simultaneously shaking your head, eyes closed.



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