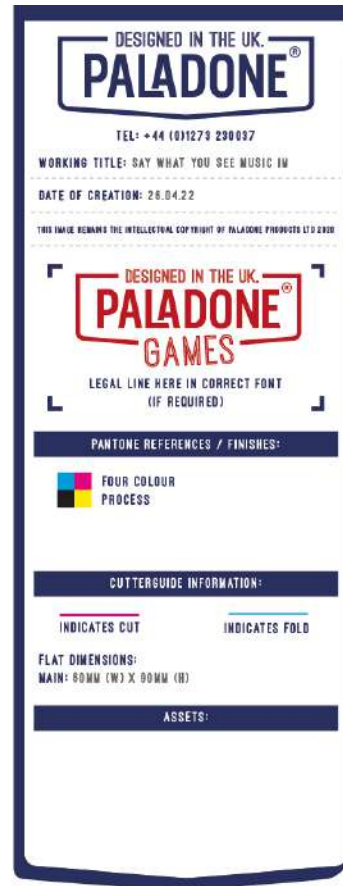
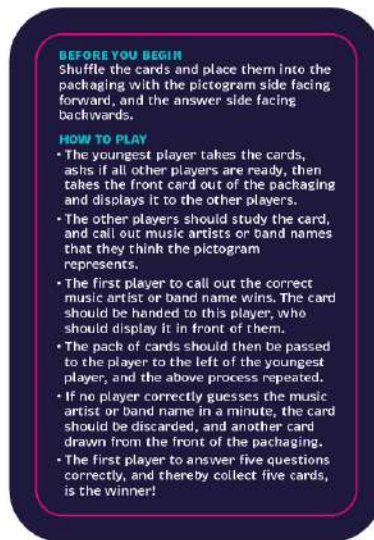


INSTRUCTION CARD X1

FRONT



BACK

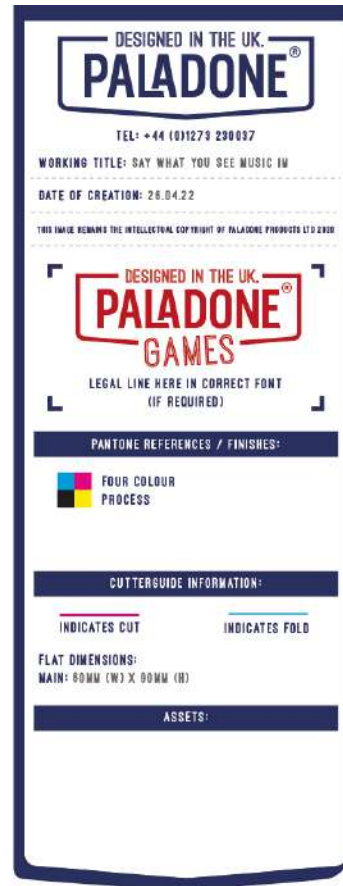
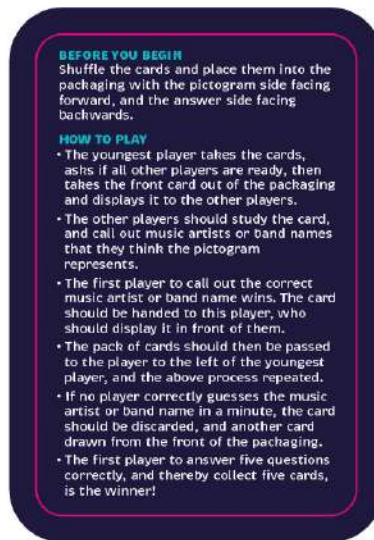


INSTRUCTION CARD X1

FRONT



BACK



CRAZY CHARADES


4+PLAYERS


6+
years

AIM:

- To be the first team to win 6 points.

BEFORE YOU BEGIN:

- Shuffle the cards and place them face down on the table.
- Players should divide into teams. There should be a minimum of 2 people in each team. There should be no more than 4 teams.
- Players should choose to play either green or blue phrases.

HOW TO PLAY:

- The team with the youngest player should start. This team should nominate one of their players to be the actor. The actor should take the top card from the pile and read the phrase.
- The actor should attempt to act out the phrase on the card using gestures. The player that is acting must not speak or make sounds.
- The team have one minute to guess the phrase.
- At any time during the challenge the team may choose to forfeit one point to make the challenge easier. To do this they should roll the dice and follow the instruction below:



DRAWING

The actor may create a drawing using the paper and pencil.



SOUND

The actor may make one sound. The sound may not be a word, but can be any noise.



FIRST LETTER

The actor may give the first letter of one of the words.



RHYME

The actor may say a word that rhymes with one of the words.



WORD

The actor may say one of the words.



TIME

The team get an additional 60 seconds to complete the challenge

- Teams win 5 points if they complete the challenge without rolling the dice. Teams forfeit one point for every roll of the dice.
- If they correctly guess the phrase within a minute play stops and the team should take the corresponding number of cards and place them on the table in front of them. For example, if they rolled the dice three times, then guessed correctly, they should take 2 cards.
- If the team fail to correctly guess the phrase within a minute, they should place the card at the bottom of the pile.
- Play should continue as above with all teams taking their turn to complete CRAZY CHARADES!
- The first team to collect 6 cards wins!

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WORKING TITLE: CRAZY CHARADES INSTRUCTIONS

DATE OF CREATION: 25.04.22

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CUTTERGUIDE INFORMATION:

INDICATES CUT

FLAT DIMENSIONS:

MAIN: 90MM (W) X 179MM (H)

CELEBRITY *Draw it*



2+PLAYERS



AIM OF THE GAME:

- To be the first team to win 5 cards by drawing and guessing celebrities.

BEFORE YOU BEGIN:

- Separate the celebrity and action cards into two separate piles.
- Shuffle each pile and place them face down in the centre of the table.
- Players should divide into teams of two or more players.

HOW TO PLAY:

- The youngest player takes a card from the top of each pile. This will give them a celebrity to draw, and an action to draw the celebrity doing.
- This player has one minute to draw the celebrity doing the action.
- The other player/s on the team should try to guess the celebrity and action that is being drawn.
- If they guess the celebrity and the action correctly within the minute, they win both cards, and should place them on the table in front of them. If they guess either the celebrity or the action but not both, then win one card, and should place it on the table in front of them.
- Any cards that are not correctly guessed should be placed at the bottom on the pile in the centre of the table.
- Play should then pass to the team on the left.
- The above gameplay should continue until one team collects 5 cards. This team wins!

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BLUFF IT!



2-6 PLAYERS



1. SET-UP

- Shuffle the cards and place them within reach of all players.
- The youngest player starts.

2. CATEGORIES

The questions are divided into five categories:

- The World (yellow) - geography, travel, global cultures
- Sport and Leisure (blue) - all sports, leisure activities
- Popular Culture (green) - celebrities, film, television, popular music
- Science and Nature (red) - all sciences, nature
- Humanities (purple) - art, literature, history, politics

3. HOW TO PLAY

Roll and get a question

- The first player rolls the dice to choose a category (if they roll white they can choose a category).
- The player sitting to their right then takes a card and reads out the question and the three multiple choice options for that category.
- The player asking the question mustn't look at the answer on the back of the card yet!

Know the answer? Or will you bluff?

When player one gets their question, they have two choices:

- They declare they don't know the answer and pass.
- They declare they know the answer.

If you pass:

- If you pass, the questioner turns the card over, reads out the answer, then places it at the bottom of the pile of cards. No-one wins any cards and play passes on to the next player.

If you declare you know the answer:

- All other players shout 'It's a Bluff!' or 'Convinced!'
- If player one declares they know it, all the other players (including the questioner) must shout out 'Convinced!' if they believe them or 'It's a Bluff!' if they don't.

Who moves?

If everyone shouts 'Convinced!':

- Player one wins the card, without having to provide an answer.
- No one else wins anything.
- The player must then say the answer they would have given and the questioner turns the card and reads out the correct answer.

If one or more players shout 'It's a Bluff!':

- Player one must give their answer to the question.
- If player one's answer was correct, player one wins the card. Anyone that shouted 'It's a Bluff!' loses a card (if they have one to lose). Anyone that shouted 'Convinced!' doesn't win or lose anything.
- If player one's answer was incorrect, they lose a card (if they have one to lose). Anyone that shouted 'It's a Bluff!' wins a card. Anyone that shouted 'Convinced!' doesn't win or lose anything.

Once a player has done one question, it's the next player's turn (it's one question per player, per round). Play goes in a clockwise direction.

4. WINNING THE GAME

The first player to collect 5 cards is the winner.

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