

FAMILY CHARADES

ACT! SHOUT! CHUCKLE! ROAR!

Instructions

Includes:

250 Cards (100 for Classic Charades,
150 for Switch Charades), 1 Sand Timer,
and 1 Scoring Pad

AGES 5+

Classic Charades



Goal

One person acts. Everyone else guesses.
Score points for acting and guessing correctly!

Setting Up

- Shuffle the Classic Charades deck of cards and place it face-down.
- Play for as long as you wish, but we recommend giving everyone at least 2 turns as the actor.
- Youngest player goes first.

How to Play

1. The **current actor** draws the top card and keeps it secret so guessers can't see any of the words. Each card has three charade phrases on it - numbered 1, 2, or 3.
2. The **guessers** announce what number phrase the actor must perform for the turn: 1, 2 or 3. The **actor** will perform this number on the current card **and** any additional cards they draw for the turn.

Classic Charades

- ◆ For non-readers, it is recommended that the guessers always pick #1.
- 3. When the actor is ready, flip over the sand timer to start acting! You have 60 seconds, **GO!**
- 4. When someone in the group correctly guesses what the actor is doing, the actor draws another card and performs the same number on this new card.
- 5. On a turn, act and guess as many charades as possible before time runs out!

Scoring

- The guesser - AND the actor - receive 1 point for every charade they correctly guessed.
- To keep track during the 60 second performance, it's recommended that the actor passes the charade card to the correct guesser.
- After each turn, record all players' points.

Winning

...and the Winner award goes to...the player with the most points! Be sure to thank the family and take a bow!

AGES 5+

Switch Charades



Goal

It's a team game! The group acts together with just one guesser. The team that earns the most points wins!

Setting Up

- Shuffle the Switch Charades deck of cards and place it face-down.
- Divide players into 2 teams of 3 or more players as best you can. It's okay if one team has an uneven amount of players.
- We recommend that after each player on each team has taken 2 turns as the guesser, the game is over. If the teams are uneven, then one player on the other team will take an additional turn as the guesser. The game length is up to you!
- Choose a team to go first as the acting team.
- If you're short on acting talent and don't have 6 players, then simply use this deck and follow the Classic Charades rules to play!

Switch Charades

How to Play

1. The **acting team** assigns one player to be the **guesser** and the others will act together as a group. The group draws the top Switch Charades card but does not share it with the guesser. Each card has three charade phrases on it – numbered 1, 2, or 3.
2. The **other team** announces what number phrase the acting team must perform for the turn: 1, 2, or 3. The team will perform this number on the current card and any additional cards they draw for the turn.
3. When the group is ready, flip over the sand timer to start acting! You have 60 seconds, **GO!**
4. When the guesser correctly identifies what charade the group is doing, the group draws another card and performs the same number on this new card.
5. Act and guess as many charades as possible before time runs out!
6. The next team follows the same process.
7. Play continues alternating turns between teams.

Winning

Each correct guess is worth 1 point. Each team should record their score on the score pad after each round. The team with the most points at the end of the game wins!

Acting Rules

- Actors may **not** use words, mouth words or letters, or draw letters in the air.
- While it's all about the acting, it is okay to make noises or hum.
- You are allowed 1 pass per turn.
- When playing Switch Charades, the non-active team serves as time keepers.



Questions or Comments?
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