

GUESSTURES™

AGES 8+
4+ Players

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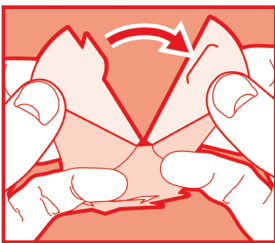
- 378 Cards • Action Timer • Label Sheet
- Best Performance Trophy

OBJECT

Be the team that scores the most points by quickly acting out and guessing the words on the cards.

ASSEMBLY

The Trophy: Fold the trophy along the perforations. Then turn it upside-down and



insert the tab into the slot, making sure the tab is on top, as shown here.

Labeling the Timer:

First, apply the Guesstures logo label

to the large area below the striped arm labels. Then apply the striped labels to the arm on the opposite side of the timer. See the illustration at bottom right.

THE SETUP

Place the Action Timer on a hard, flat surface, with the two card decks nearby. Set the trophy aside for now.

THE CAST

Divide into two teams (it's okay if one team has an extra player). In turn, players will quickly act out the words on four cards while their teammates quickly try to guess them.

THE ACTION TIMER

It's a *card-holder*: it holds the four cards you act out.

It's a *timer*, too: act fast, because you have only a few seconds to get your team to guess the word *and grab the card* before it drops out of sight, and out of reach!

THE CARDS

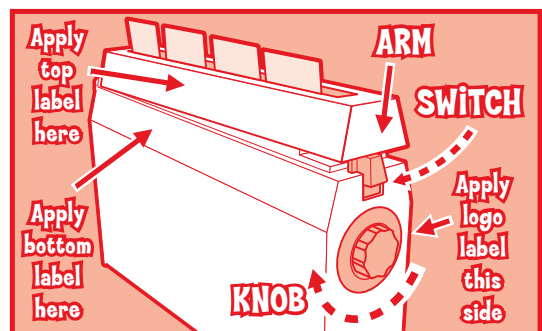
They're divided into 2 categories: Easy and Hard. Depending on their age and experience, players may choose cards from either deck, in any combination. But be aware that you'll score more points for the Hard cards!

ACTION!

Decide which team will go first, and which player on that team will be the first actor. (This role rotates on each team's turn).

On your turn as actor, follow these rules:

- 1) **Set up the Timer:** Place the Action Timer in front of you, with the Guesstures logo facing away. Raise the timer arm, then push the switch up and wind the knob as far as it will go.
- 2) **Draw and place your cards:** Draw four cards in any combination from either deck. There are two words on each card; so decide which word you'd like to act out, then place each card into a timer slot with your chosen word on top.



3) **Close the timer:** Lower the timer arm until the timer begins to run (careful not to push down the cards). Now the countdown begins!

4) **Start Acting!** Quickly act out the word on the first (leftmost) card, while your teammates try to guess it. (See the box below for Acting Rules.) Only your team may guess. There's no penalty for wrong answers.

As soon as someone on your team shouts out the correct word, *quickly* grab that card. If the timer "swallows" the card before you can grab it, you're out of luck! In either case, quickly start acting out the next word.

In most cases, forms of a word are okay: for example, saying "explosion" for "explode" or "glasses" for "sunglasses" is just fine. If there's a disagreement, the majority rules!

ACTING RULES

- No sounds allowed.
- Using props is fine; so is pointing to anything in the room.
- Mouthing words is fine, as long as they're not the ones on the card.
- Feel free to use classic charades techniques (such as pulling your ear for "sounds like." Just don't use up too many valuable seconds doing it!

ENDING YOUR TURN

Keep going until your team guesses the words on all four cards, or you run out of time. Place any cards you grabbed in a team pile, to be added up when the game ends. Remove any you didn't grab by lifting the timer (they'll be underneath). Place these in a separate discard pile.

Take the Trophy if your performance was worthy of it (see **Earning the Trophy**, at right.)

Earning the Trophy: On each of your turns you'll get the chance to earn the Best Performance Trophy. Here's how:

- At least two of your cards must be from the Hard deck; and
- All four cards must be guessed and grabbed before time runs out.

If you earn the Trophy, you get to keep it until another player earns it on his or her turn.

Now it's the other team's turn.

SCORING

Keep playing until you've finished two rounds of play—that is, everyone has had a chance to act twice. (If one team is short a player, they can choose someone to act twice during each round.) Then take the cards in your team pile and add up the scores. You get:

- One point for each Easy card;
- Two points for each Hard card.

If either team has the Trophy at the end of the game, that team scores an additional two points!

WINNING

The team with the most points wins!

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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