

How to play – TIME’S UP ! – Rules of the game

Object : To score the most points by collecting names in three separate rounds.

Setup : Divide into teams with team members sitting across from each other. Time's Up! works best when played in teams of two players each.

Quickplay : A game is played using a set of randomly chosen names cards. Each team gets 30 seconds to guess as many names as possible, with one player (the Cluegiver) giving clues to his teammate (the Guesser). Players can always use sound effects and pantomime, but speech becomes more restricted as the game progresses :

In Round 1 - Cluegiver can say anything, but **passing is not allowed.**

In Round 2 - Cluegiver can say only one word, **1 guess only, passing allowed.**

In Round 3 - Cluegiver can't say anything. Only mimes and sounds, **1 guess only, passing allowed.**

All cards are shuffled together and stacked face down in the center of the table. This stack is the deck.

Each round ends when all names in the deck have been guessed. All names are put back into the deck for the next round.

High score after the third round wins.

Choose a Starting team to take the deck. The next team clockwise from the starting team takes the timer (30 seconds).

PLAY : **Round 1** - **Almost anything goes with cluegiving but passing is not allowed.**

On each team's turn, one member of the team is the Cluegiver and the other one is the Guesser. (On successive turns, the Cluegiver and the Guesser will permute). The Cluegiver takes the deck, draws the card from it. Once the Cluegiver has looked at the name, the next team says, "GO!" and starts the timer. The Cluegiver begins giving clues to his teammate. The Cluegiver can say or do almost anything : he can sing, hum, point, charade, give full descriptions of the name, etc.

The only restrictions are:

- No part or variant of the name can be used in the clue. Ex: You can't use "divide" or "divisible" to get the Guesser to say "division".
- No spelling of the name is allowed, nor is any clue designed to give away specific letters of the name

The Guesser tries to guess the name on the Cluegiver's card.

The Guesser can make as many guesses as he wishes ; there is no penalty for a wrong answer. Guesser must say the full name as printed on the card. If the Guesser calls out the correct name, the Cluegiver sets the card aside, draws a new card from the deck, and begins giving clues for the name on that card.

The Cluegiver cannot pass and move on to a new name until the Guesser calls out the correct name. If the Cluegiver doesn't recognize the name he draws, he'll have to be more resourceful with his clues.

If the Cluegiver gives an illegal clue, his turn ends immediately and the card he goofed on is returned to the deck.

When time expires, the Cluegiver shuffles the card he was currently working on back into the deck. He keeps each card that was guessed correctly in a pile near him. He passes the deck to the next team clockwise, who in turn pass the timer to the next team clockwise from them.

IMPORTANT : If time runs out before a name is guessed, players may NOT discuss the name with each other. The cluegiver can't reveal who he was trying to convey, and players on other teams who think they figured it out can't tell their guesses to each other. A card may come up multiple times before it is guessed correctly.

The round ends when all names have been guessed and the deck is empty. Each team now adds up all the cards they collected and score 1 point for each card. The scorekeeper tallies the score. After scoring, put all the cards back into deck and shuffle them well. The team after the last team to play starts the next round.

PLAY : Round 2 - No more than 1 word can be used in each clue, 1 guess only, passing allowed. Round 2 plays just like Round 1, with the following changes: The Cluegiver may not use more than one word per card to describe each name. The same word may be repeated as often as desired, but once a word is said only non-verbal clues may be added. If the Cluegiver accidentally uses more than one word he must set the card aside face down, draw a new one from the deck and continue with the new name.

Each team may make only 1 guess per card. If the guess is incorrect, the Cluegiver must set that card aside face-down, draw a new one and continue with the new name.

The Cluegiver may pass during this round. To do so, simply say "Pass", set the card aside face-down, draw a new one from the deck and continue with the new name. At no point is Guesser ever allowed to Pass.

At the end of the turn, any cards set aside due to passes, clue goofs, or incorrect guesses are shuffled back into the deck. There is no penalty for such cards.

At the end of the round, shuffle all the cards back into the deck again as before.

PLAY : Round 3 - Only pantomime and sounds, 1 guess only, passing allowed.

Round 3 plays just like Round 2, with the following change: The Cluegiver may not use any words at all. Only sounds and pantomime.

WINNING: The team with the highest score after all three rounds is the winner.