

# RULES

## Object of the game

To be the first team to reach the FINISH segment on the score card (after 30 correct answers).

Progress is made by correctly guessing what your team mates are describing.

# ARTICULATE FOR KIDS

## Preparing to Play

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Players divide into two teams. Place one score card and the pencil ready for use. For each turn one player becomes the Descriptor and the others in the team are the Guessers. All players must take turns at being

a Descriptor.

## Play

Play begins when the timer is up-ended. The Descriptor takes a card from the front of the pack, rolls the category dice and describes the word matching the colour that was rolled. When a team member shouts

out the correct answer, the Descriptor quickly takes the next card and repeats the process, using the same category. When the timer runs out, the turn is finished. The Descriptor counts the number of cards that were correctly guessed and crosses out the same number of segments on the score card. The cards are returned to the bottom of the pack. Play then passes to the next team. A team wins when all the segments of the Articulate score card are marked off.

## Description Rules

When describing you **MUST NOT**:

Say what letter the word begins **GO**  
with, or how many letters it has.

Say the word or any derivative eg: if  
the word is 'post' you may not say  
'postage' or 'postman'; for 'swim'  
you may not say 'swimmer' etc.

Use 'rhymes with' or 'sounds like'  
type clues.

When describing **YOU MAY**:

Gesticulate, act, mime (**NOT** mouth  
the word).

Choose to **PASS** and not play a card  
- **BUT ONLY ONCE** each turn.