

CONTENT

200 Keyword Cards
1 Screen
1 Screen Stand
1 Timer
Game Instructions

OBJECT OF THE GAME:

Teams compete to guess the most key words and phrases over a series of 3 rounds. Players from each team take turns being “on-screen” as the clue giver while all the other players on their team will be guessers.

However, how players give clues for each round will change as players will have bad connections limiting the number of words they can use as well as end up on mute!

SETTING UP:

- Set up the screen and place it in the screen stand (see *Assembling the Screen Stand*).
- All players split into 2 teams.
- Randomly draw 30 cards and remove the rest for the duration of game. You will use these same 30 cards for each of the 3 rounds of play. (If you prefer a longer game, try using 40 cards.)

★ Some cards are intentionally left blank for players to add any words or phrases that they would like to include. Fill those out for use in later games!

- Shuffle the drawn cards into one deck and you are ready to play!
- The player who was most recently on a video call goes first. They will be the on-screen player to give clues to their team.

HOW TO PLAY:

The game is played over 3 rounds using the SAME deck in all 3 rounds

PLAYING A ROUND

- Teams alternate turns for 1 minute each, until all 30 cards in the deck have been correctly guessed.
- Players on each team take turns being on-screen and giving clues to their teammates. The on-screen player stands behind the screen, so their face AND mouth are visible to their teammates.
- When ready, the other team starts the timer to begin the turn.
- The on-screen player draws a card from the deck and gives clues to their teammates. Their teammates attempt to guess the keyword or phrase on the card.

★ Each round dictates how clues are to be given, as noted in the RULES FOR EACH ROUND section.

- When giving clues:

IF A CARD IS GUESSED CORRECTLY, it is placed in that team's score pile for the round.

IF A CARD IS GUESSED INCORRECTLY, keep guessing as the card is still in play.

ON-SCREEN PLAYERS MAY SKIP A CARD during a turn and move onto the next card. Move any skipped cards to the bottom of the deck. Teams may skip as many cards as they wish during their 1-minute round.

- The on-screen player keeps drawing cards and giving clues until time runs out.
- When time runs out, it is now the other team's turn. Pass them the deck and they select a player to be on-screen for their turn. They will have 1 minute to get their team to guess as many cards as they can.
- Play continues and moves back and forth between teams until all 30 cards in the deck have been guessed correctly. Each player on a team needs to take a turn on-screen before the first player is on-screen again.

PLAYING A ROUND CONTINUED...

- At the end of the round, each team counts the number of cards they have collected in their score pile. This is their score for the round.
- After scoring, reshuffle ALL 30 cards back into one deck for the next round. The team with the most points from the last round goes first in the new round. Like the first round, each player will take turns being on-screen giving clues to their team according to the rules for the round.
- Play the round until all cards have been guessed and scored as in the previous round.
- Continue in the same manner until all 3 rounds have been played.

RULES FOR EACH ROUND:

Each round dictates how clues are to be given by the on-screen player. No miming or sound effects are allowed in any round. Teams will want to pay attention to the words being guessed as they will appear in subsequent rounds.

ROUND 1

Strong Connection: Say Anything

The on-screen player can say anything they would like—except any of the words on the card.

ROUND 2

Weak Connection: 1 Word

The on-screen player can only say 1 word for each card—except any word on the card.

ROUND 3

You're on Mute!: No Audio

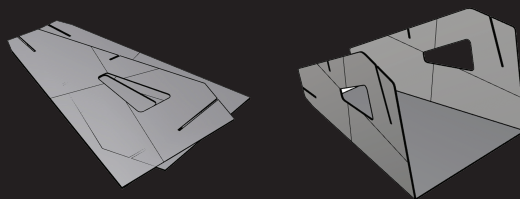
The on-screen player can only mouth the key word on the card. No sounds are permitted while you're on mute!

WINNING THE GAME

Once all 3 rounds have been played, each team adds up their score from all the rounds. The team with the highest score wins!

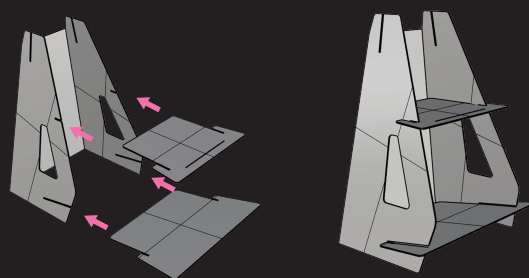
ASSEMBLING THE SCREEN STAND:

- Unfold flaps of the larger part outward 90 degrees.



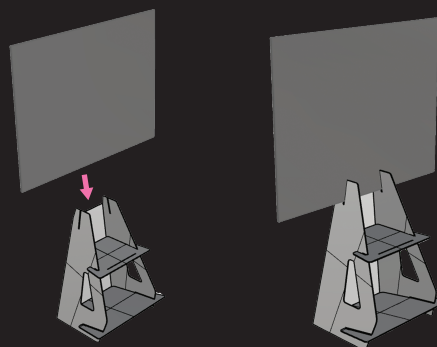
- Slide the smaller platform into the top slots on the back of the stand so the matching dots are next to each other.

- Then slide the larger platform into the bottom slots on the back so the matching dots are next to each other.



- On-screen players may place the deck of game cards on the bottom shelf while playing the game.

- On-screen players may also pick up the screen stand by holding it up by the two handles on either side.



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Questions or comments?
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