

OBJECT OF THE GAME

To be the first team round to the FINISH segment. Moves are made by correctly guessing what your team mates are describing.

PREPARING TO PLAY

Unfold the board and put it in the middle of the table. Players divide into teams of two or more. The more players per team the better. If for example there are eight players two teams of four is better than four teams of two. Each team chooses a playing piece and puts it on the START segment. The team with the youngest player starts.

PLAYING ARTICULATE FOR KIDS

DESCRIBERS & GUESSERS

Each turn team members decide who are going to be the DESCRIBERS. The players who are not Describers are the GUESSERS. All players **MUST** take their turn at being DESCRIBERS and no matter how big the team, there are never more than two DESCRIBERS.

Teams of 2 players have:

1 DESCRIBER and 1 GUESSER

Teams of 3 players have:

2 DESCRIBERS and 1 GUESSER

Teams of 4 (or more) players have:

2 DESCRIBERS and the rest are GUESSERS

(Advanced players might want to have only **ONE** DESCRIBER each turn, whatever the team size. This should be decided at the start of the game.)

PLAY

Play starts when the timer is turned over. The DESCRIBERS take a card from the front of the pack and describe the entry beside the same coloured square as the segment on which the team's playing piece sits. As the START position is on the LIGHT BLUE object segment, during a team's first turn, they always describe the entries beside the LIGHT BLUE square on any given card.

Whenever a team member shouts out the correct answer the DESCRIBERS quickly take the next card and describe the entry beside the **SAME** coloured square as previously. The DESCRIBERS must successfully describe as many entries as possible before the timer runs out.

When the timer runs out the turn is finished. The DESCRIBERS count the number of cards that were correctly guessed and move their playing piece forward by that number of segments. Play then passes on to the next team in a clockwise direction.

DESCRIBERS must be careful not to break any of the DESCRIPTION RULES (see below). If they break one of these rules their turn ends and they only score the cards already successfully guessed.

FINISH

The first team to land on or pass the FINISH segment wins.

DESCRIPTION RULES

When describing you **MUST NOT:**

- ➡ Say what letter any word starts with.
- ➡ Say how many letters any given word has.
- ➡ Say the actual word.
- ➡ Say a word which includes the word. For example if the word is "post" you may not say "postage" or "postman"; for "swim" you can not say "swimmer" etc.
- ➡ Use "rhymes with" or "sounds like" kind of clues.
- ➡ Mouth The words.

When describing **YOU MAY:**

- ➡ Choose to **PASS** and not play a card - **BUT ONLY ONCE** each turn.
- ➡ Make body gestures, Act OR Mime.

THAT'S IT! GOOD LUCK AND ENJOY YOUR GAME.

Articulate! FOR KIDS

THE FAST TALKING DESCRIPTION GAME
FOR KIDS FROM 6 TO 12!

RULES FOR

DRUMOND
PARK

PLAY and DOWNLOAD more
exciting games from
DRUMOND PARK on
our website:

www.drumondpark.com

From Drumond Park Limited
PO Box 790, Ipswich, IP1 9GP, UK

© 2006 A.Duncan & C.McCool. All Rights Reserved. From
an original concept by Andrew Bryceson