



OBJECT

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

ASSEMBLY

Labeling the Action Timer

1



First, apply the GUESSTURES logo label to the large area below the arm on the side of the unit **without** numbers.

2



Then apply the striped label to the Action Timer arm.

THE SETUP



Place the Action Timer on a hard, flat surface. Sort the decks into three separate piles of **Easy**, **Medium**, and **Hard** cards face down on the table.

THE CAST

Divide into two teams (it's OK if one team has an extra player). The team reading the rules goes first. On your team's turn, one player will be the Actor who quickly acts out the words while your teammates try to guess them. This role rotates on each team's turn so that everyone gets to be the Actor. Decide which player on your team will be the first Actor and give that player the Action Timer.

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 reach! You **must** grab the card to get the points!

THE CARDS

Easy cards are worth 1 point, **Medium** cards are worth 2 points, and **Hard** cards are worth 3 points.



Depending on their age and experience, players may choose cards from any deck, in any combination.



ACTION!

On your turn as Actor:

1



Set up the Action Timer:

Place the Action Timer in front of you, with the GUESSTURES logo facing your teammates. Raise the Action Timer arm and press the orange lever down as far as it will go.

2



Draw your cards:

Draw four cards in any combination from the three decks without flipping them over to look at the words first.

3



Pick your words:

Once you've drawn all your cards, you can look at them but don't let your teammates see them. You'll see that there are two words on each. Decide which word on each card you'd like to act out.

4



Place your cards:

The cards will start dropping from slot 1, so think about placement when putting them into the Action Timer. Make sure the words you've chosen to act out are facing up.

5



Close the Action Timer arm:

Lower the arm to start the timer (careful not to push down the cards).

6



Start Acting!

Quickly act out the word in slot 1, while your teammates guess what you're acting. There's no penalty for a wrong guess.

ACTING RULES

- No sounds or words 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!

7

As soon as someone on your team shouts out the correct word, quickly grab and remove 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 OK: For example, saying "explosion" for "explode" or "glasses" for "sunglasses" is fine. If there's a disagreement, the majority rules!

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 Action Timer (they'll be underneath). Place these in a separate discard pile.

Now it's the other team's turn.

SCORING

Keep playing until you've finished two rounds – 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.)

Now add up the points shown on the cards in your team pile. You get:

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

WINNING!

The team with the most points wins!

ALTERNATE WAY TO PLAY

Calling all actors! If you have 6 or more players, two people can act while the other players on that team guess. When it's your turn to act with someone, pick out the words you want to act out and quietly make an action plan together.

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