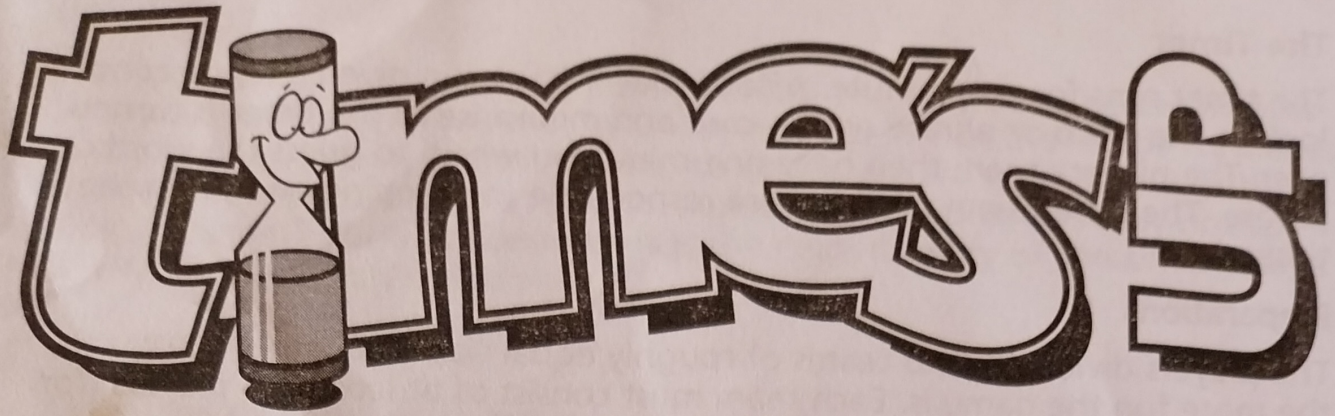




*Quick on the **draw**? Have a way with **words**? Good at **impressions**?
Then you've only got the timer to beat!*

Introduction

Time's Up is a game of communication. Like Charades, it requires the players to communicate ideas to each other. Unlike Charades, it exploits all the common forms of communication: mime, but also verbal and graphic descriptions. The board game element lends it added excitement - the game gets more difficult as it proceeds, and the winner is often decided only at the last moment.

As few as three people can play **Time's Up** (see special rules for three and four players), but the more, the merrier.

Contents

- 1 board
- 4 tokens
- 220 cards
- 1 minute timer

The Board

From start to the **Final Challenge**, the tokens follow a slalom course divided into six sections of eight circles each. These are colour coded to correspond to the categories on the cards. The start of each of the eight sections has a symbol to indicate which method of communication is required for that section. The final large red circle is named **Final Challenge** and special rules apply here.

The Cards

Each card contains six individual or compound words. To the left of each word is a symbol colour coded to correspond to the circles on the board, designating the way it is to be communicated to the player's team. After the word is a number (3-6), showing the number of places the team's token may be moved forward if the word or phrase is guessed correctly within the given time.

The Timer

The timer runs for one minute. After a player has been given a few seconds to look at the word or phrase on the card and memorise it, the timer is turned over. The player's team then have one minute in which to guess the word or phrase. The other team or teams are responsible for keeping an eye on the timer.

Preparations

The players divide up into teams of roughly equal size. The larger the teams, the more fun the game is. Each team must consist of at least two players (for three and four player variation see separate Rules).

Each team is assigned a token, which is placed at the start. The cards are piled face down in the area at the centre of the board. Open one pack of cards first. When these cards have been used up, open the second pack.

Note: each team also needs a pencil or pen and paper.

Play

Each team decides the order in which its members will play. It is important that they adhere to this order throughout the game.

The game opens with the first player in the first team. He or she draws the top card from the pile, making sure that the other members of his/her team cannot see it. He/she calls out the number on the right of the card that corresponds to the category determined by the position of the team's token on the board. This indicates the number of places the team's token can be moved if the word or phrase is correctly guessed. If the number is a 6, special rules apply - see **Free for All** further on in this leaflet. At the beginning of the game, all tokens are in the Drawing (red) section. The player therefore looks at the word or phrase next to the red drawing symbol on the card and memorises it. He/she then calls out the number of moves a correct answer will give. The card is then passed to the other teams so that they can see the answer and check that the rules are being complied with. The timer is then turned over and the player has one minute to communicate the word or phrase to his/her own team. If the team guesses correctly within one minute, their token is moved forward by the number of places indicated on the card.

The following rules apply to the different kinds of communication.

Drawing

Strictly **non-verbal**. The word or phrase has to be drawn in such a way that the player's team can guess it. The player who is drawing must be silent throughout, although he/she can nod to indicate part of the answer has been guessed. He/she **may not** use numbers or words in the drawing. If the player chooses to break the word or phrase down into its component parts and draw these separately, it is helpful to show how many parts there are by dividing the page into the corresponding number of boxes. To draw **Potbelly** for example, you could divide the page in half, draw a pot in the first half and a belly in the second.

Explaining

This form of communication is purely **verbal**. You may describe the answer in any way you wish. However, you **may not** use any of the words contained in the answer, nor any words related to or derived from the words in the answer. For example: if you have to explain **Natural Gas**, you may not use such words as **Nature** or **Gaseous**. It is the responsibility of the other teams to ensure this rule is not broken.

Acting

Again, strictly **non-verbal**, but otherwise anything is allowed. The player acting the answer can point to, or pick up objects in the room, indicate parts of his/her own body, or even invite one of the other players to take part in the mime. The player may indicate (non-verbally) at the start how many words or parts of words the answer consists of, and which word or part is currently being acted. The player **may not** tell their team when they have guessed part of the answer, although he/she may show them with gestures.

Violation of Rules

If a player breaks any of the rules applying to the various forms of communication, that team's turn ends immediately and their token is put back three places.

Free for All

If the number shown on the card next to the relevant word or phrase is 6, all the teams join in this round and have a chance to guess the answer (in this case, of course, the player whose turn it is must not show the card to anyone else). If a team guesses the correct answer within one minute, their token is moved forward six places. Play then resumes in order as previously.

Final Challenge

When a team has progressed to the large red circle, they must face a **Final Challenge**. At their next turn, this team must guess not one but two answers consecutively. The special rules are as follows:

The player within the team whose turn it is, chooses a form of communication and either of the two colours that correspond to it. All the teams must be aware of what this choice is before a card is picked up. He/she then takes the top card from the pile and memorises the word or phrase next to the chosen category. This round is played as a Free for All. If another team guesses correctly, their token is moved forward the number of places stated on the card. The first team leaves its token in the **Final Challenge** zone and must try again at their next turn. If the team contesting the **Final Challenge** guesses correctly they proceed to the second stage.

The same player within the team plays, but this time the other teams select the category and colour (they will generally choose the form of communication in which they feel the player is least strong). The player

selects the top card from the pile, memorises the word or phrase and either draws, explains or acts it to his/her own team only. If the team guesses correctly, they have won! If not, they must wait until their next turn and begin the **Final Challenge** all over again.

Rules for Three or Four players as individuals

Each player chooses a token. Play proceeds as already described, but each round is played as a **Free for All**. When it is a player's turn, he/she communicates the answer to the other players. If the correct answer is guessed, both the player who communicated it and the player who guessed it move their tokens the number of places indicated. Otherwise the rules are as before, except for the **Final Challenge**. Here, the player whose token is in the **Final Challenge** zone selects the card from the top of the pack and chooses what he/she feels is the most difficult answer. He/she then passes the card to the person on his/her left. That player must try to communicate the answer to the other players. If one of the other players guesses the answer correctly, he/she may move his/her token the corresponding number of squares, the first player stays in the **Final Challenge** zone. If they fail to guess correctly, the first player has won!

With three players, the game tends to be considerably shorter.

To prolong it, subtract 2 from the value of each answer so that the values range from 1-4. With four players deduct 1 from each value.



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