

Variations of “Who’s in the Bag?”®

There are many ways you can play “Who’s in the Bag?”

Impersonation Characters: names marked with  by them can be deemed compulsory impersonation cards where you have to act, sing or speak like the character on the card.

Another variation is that you have to describe two or even all the characters on each card before you can draw another card from the bag.

Alternatively you can specify that you can only describe the top names on each card (or the middle or bottom one).

Each set of the game also includes 20 blank cards so you can add your own choice of names to the game.

Extra sets of cards are available - “More Who’s in the Bag?” and “Where’s in the Bag?” from all good game and gift shops or direct from the distributors.

Distributed in the UK by Paul Lamond Games Ltd. PO Box 3353, Islington, London N1 1SR. Under License from Ferris Hayward Ltd. © Ferris Hayward Ltd. 1998. “Who’s in the Bag?” is a registered trade mark of Ferris Hayward Ltd.



RULES OF THE GAME

RULES OF THE GAME

The object of the game is for each team, in turn, to identify as many personalities on the cards as possible before the timer runs out and the bag passes to the next team.

Split into teams of 2 or more players. Nominate a person on each team to be the **"clue giver"** for the first round. The remaining members of each team are the **"guessers"**. Leave 50-60 cards in the cloth bag. The game starts as soon as the first team's "clue giver" pulls a card out of the bag.

There are 3 characters per card - the top two names are for adults and the bottom one for children. The "clue giver" chooses a name from a card drawn from the bag and describes that character to their team. If the team guess the identity of the character correctly they keep the card and another one is drawn from the bag and so on. The round is over when the timer runs out and the bag passes to the next team.

You can describe the characters in any way you like but you must not mention the character by name - If you do the go is forfeited and the bag passes to the next team. There are two types of card:

Yellow - The standard card. Clues given by description/impersonation to your team only.



Blue - All play cards. Clues given can be guessed by any member of any team. If an opposing team guesses correctly that team keeps the card (but the turn remains with the "clue giver" until the timer runs out.)

After each round the roles within each team are reversed - the "clue giver" becomes the "guesser" and one of the "guessers" is nominated the team's "clue giver".

Once the bag is empty the team with the most cards wins.