

YADDA YADDA YADDA

Object: Talk non-stop for one minute without pausing, repeating or being interrupted.

Game Preparation: Shuffle the cards and stack them face-down in the middle of the playing area. Decide who plays first. Locate a timer. Play proceeds to the right.

Game Play: In turn, Player 1 takes the top card, sets the timer and starts talking about the topic. If successful, keep the card as one point. If you falter, repeat or get side-tracked by the others, you are out and the card is put at the bottom of the stack. Player 2 goes next.

NOTE: OTHER PLAYERS MUST TRY TO BREAK THE CONTINUITY IN A SAFE AND RESPECTABLE MANNER.

Winning: At the end of the game, the player with the highest score wins.

IT'S A LIVING

Object: Guess your career with the fewest hints.

Game Preparation: Divide into 2 teams. Shuffle the cards and stack them face-down in the middle of the playing area. Have a pen and paper for each team. Decide which team plays first.

Game Play: Team 1 Player 1 takes the top card and gives 1 hint at a time to their teammates about the career written on the card. One point is given for each hint needed in order for their teammates to guess correctly. If Team 1 still cannot guess the career after six hints, they receive seven points and the job card is put at the bottom of the deck. It is now Team 2's turn to play.

Winning: At the end of the game, the team with the lowest score wins.

DOUBLEDOUBLE TALK™

Object: Guess the most double words in one minute.

Game Preparation: Divide into two teams. Shuffle the cards and stack them face-down in the middle of the playing area. Decide which team plays first.

Game Play: Team Leader 1 takes the top card, sets a timer to 1 minute, and quickly gives hints for the word on the card while team members yell out words. If guessed correctly, the card is put aside as one point and the next word card is given hints for. **NOTE: IF PLAYERS CANNOT GUESS THE WORD QUICKLY, THE CARD IS PUT AT THE BOTTOM OF THE STACK AND THE NEXT CARD IS TAKEN.** At the end of one minute, correct word cards are counted and put aside. Team 2 plays next.

Winning: At the end of the game, the team with the highest score wins.



#TV7041

CHARADES

Object: Guess the most pantomimes in one minute.

Game Preparation: Divide into two teams. Decide which team goes first. Locate a timer. Shuffle and then stack the cards face-down. Decide common gestures for the five categories of TV, Song, Film, Dance and Face.

Game Play: A Team 1 player takes the top card and gives the category gesture before miming one of the choices on the card. Team 1 members have one minute to guess what it is. If time allows and the guess was correct, the card is put aside as one point and a new card and choice is mimed. If they cannot guess correctly, the card is placed at the bottom of the stack. Team 2 plays next.

Winning: At the end of the game, the team with the highest score wins.

SAY WHAAT?!

Object: Write the most synonyms in one minute!

Game Preparation: Divide into two teams. Decide who will write for each team and which team goes first. Locate a timer, two pads and pencils. Shuffle and then stack the cards face-down.

Team Play: A Team 1 member takes the top card and reads one word aloud. Separately, both teams write down as many synonyms (words or phrases that mean exactly the same thing. Eg. Kiss: smooch, peck, smack-a-roo, suck face, lock-lips, neck) as they can in one minute. The team with the most synonyms keeps the card as one point. Team 2 plays next.

Winning: At the end of the game, the team with the highest score wins.

CD'S & LP'S™

Object: Guess what song is being hummed.

Game Preparation: Decide which side to play: CDs or LPs. If playing LPs, stack the cards LP side face-down; if playing CDs, stack with CD side face-down. Divide into two teams. Decide which team plays first.

Game Play: A Team 1 player takes the top card and starts 'humming' one of the songs aloud while their team members yell out song names.

NOTE: YOU MAY TAP, DOO, TAT, WAH, CLAP - BUT DON'T USE WORDS!

If correct, the card is put aside as one point and a new card song is 'hummed'.

NOTE: IF PLAYERS CANNOT GUESS THE SONG QUICKLY, THE CARD IS PUT AT THE BOTTOM OF THE STACK AND THE NEXT CARD IS TAKEN.

At the end of one minute, correct song cards are counted and put aside. Team 2 plays next.

Winning: At the end of the game, correct cards are counted and the highest score wins.

Alternative Play - for 2+ Players: Player 1 hums the songs while the others try to be the first to guess the song and receive the card as one point.



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