

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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CDs
& LPs

#TV7103

Includes: 50 cards - 200 songs.

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