

GB Can You Guess?

Contents:

18 Sound Cards, 18 Action Cards, 10 Performance Cards, 1 spinner, 4 jiggled scoreboards, 24 Star Tokens.

Setting Up

- Each player assembles a scoreboard and places it in front of them.
- Separate the sound, action and performance cards and place them face down in 3 piles (by type) in the centre of the table.
- Place the spinner and star tokens in the centre of the table, within reach of the players.

Object

To guess the most correct sounds/actions and performances.

To play

The eldest player starts by spinning the spinner and taking the top card from the corresponding category pile:

- If the card picked up is an Action Card (green with the clapper board on it), the player acts out what is shown on the card without making any noise, or showing the card to other players.
- If the card picked up is a Sound Card (blue with a megaphone on it), the player makes the sound of what is shown on the card, without using actions, or showing the card to other players.
- If the card picked up is a Performance Card (purple with an award on it), the player performs what is shown on the card, using actions and sounds, without showing the card to other players.
- If the spinner points to a "?" the player can choose which category of cards to play and chooses one from any pile. The player then makes the sound/ does the action/performs what is shown on that card.
- Whilst the player is making the sound/doing the action/performing, the other players must try to guess what is on the card. The first person to guess correctly collects a Star Token and places it on the star on their scoreboard. As they collect more star tokens, they place them on top of this card, to form a pile.
- The player who has performed the sound/action/performance then places the card face up in one of the squares on their board.
- Play then passes to the next player.

If the spinner points to a card type that is not available on the table the player spins again until they get a category that is available.

If no one can guess the action / sound / performance, then the player still places the card on his or her scoreboard, but no one takes a star token.

The winner

Once all players have collected six sound/action/performance cards on their scoreboards, the game is finished and the players count their star tokens. The player with the most star tokens is the winner. If two, or more players have the same number of stars, then the game is a tie.

KEY:

Action Card

action only NO sound.



Performance Card

sound AND action.



Sound Card

sound only NO action.

