

I am I do



Fun tasks to act out and guess!

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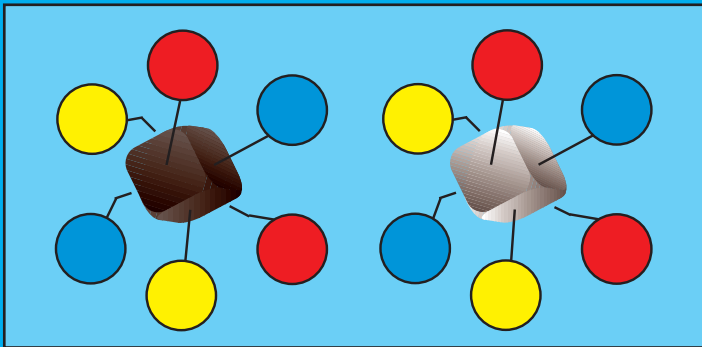
Game board, spinner, 100 cards (50 "I am" cards, 50 "I do" cards), 2 dice (1 black and 1 white), sticker sheet, 6 pawns and a sand timer.

Game idea

Can you imagine Dracula brushing his teeth or a frog cooking? In this charades game for the whole family you get to act many crazy and funny things. Roll the two colour dice to decide who you are and what you do – the other players try to guess it from your gestures, moves and facial expressions. If someone guesses correctly, both of you get to move forward on the game board. The first player to reach Finish wins the game.

Setup

When playing for the first time, assemble the spinner: press the round holder from the back of the game board through the small hole in the game board, and then push the arrow into the holder. Attach the stickers on the dice so that there are 2 red, 2 blue and 2 yellow stickers on each die.



Separate the "I am" cards and the "I do" cards and place the decks on the game board in the spaces marked for them (picture side down). Place the sand timer and the dice next to the game board. Each player chooses a pawn and puts it on the start space.

Game play

The youngest player starts. Take the top card from both decks (don't let the other players see what's on them) and roll both dice. **Note:** children who cannot read yet do not roll the dice, but act according to the illustrations.

The white die decides what you **are** – the black die decides what you **do**:

1. From the "I am" card, find the words that match the colour on the white die.
2. From the "I do" card, find the words that match the colour on the black die.

Put the cards on the table, picture side down. Now start the sand timer and start to act the "I am" word. While acting, **you are not allowed to speak or make any noises.**

All the other players try to guess the word you are acting. They can shout out as many guesses as they want.

When someone makes the correct guess, nod your head or give the thumbs up (meaning "yes"), and start to act the "I do" word. Now the players need to guess and shout out the **complete charade** (what you are **and** what you do).

*Example: Your **I am** word is "a crocodile" and your **I do** word is "take a shower". As you are performing, one player shouts out "crocodile!". You nod and start to act "take a shower". Another player shouts out "you are taking a shower!" – but because the **complete charade** is required, the first player to say "a crocodile taking a shower" is the one who gets to move on the board.*



The first player to shout out the correct, **complete** charade spins the spinner and moves his/her pawn forward accordingly: 1, 2 or 3 steps. The player who performed the charade does the same.

If no one makes a correct guess before the sand in the timer has run out, no one gets to move their pawn.

Return the used cards to the bottom of the pile. The turn passes clockwise to the next player.

Spinner spaces

In the beginning of your turn, always check where your pawn is. If it is on a star space (★), just take the topmost cards from both piles and act as explained above. If it is on a spinner space (🌀), spin the spinner and play according to the symbol:



Who guesses?

Play as explained above, with the exception that you choose **one** of the players, who will be the only one allowed to guess.



Laugh attack!

Start the sand timer and try to make any player laugh. Tell funny stories, make silly faces, moves and gestures – anything **apart from touching the other players** is allowed.

If someone starts to laugh, spin the spinner and move your pawn accordingly. The player who started laughing first has to move one step back.

If you cannot make any of the players laugh, you have to move one step back.



The winner

The first player to reach Finish **with an exact number** wins.

Easier rules for younger children

Treat the spinner spaces as regular spaces.

You do not have to reach Finish with an exact number of steps.

