

GUESSTURES[®]

THE GAME OF SPLIT-SECOND CHARADES

BIBLE EDITION

AGES 12 to ADULT

INSTRUCTIONS

OBJECT

Be the team to score the most points by guessing acted-out words.

BEFORE YOU BEGIN...

The box of GUESSTURES[®] cards is conveniently stored in the underside of the MIMER TIMER[®]. Remove the card box before beginning play.

APPLYING LABELS

Apply labels to the MIMER TIMER game unit as shown in Figure 1.

THE CAST

Divide the players into 2 teams. It doesn't matter if one team has one more player than the other. In turn, each player on a team acts out 4 words while his/her teammates try to guess them.

INTRODUCING...

THE MIMER TIMER[®]!

It's a card holder. It holds your 4 guessture cards, while you act out the words on them.

It's a timer, too, so act fast! When the word on each card is correctly guessed, grab the card before it gets swallowed up by the MIMER TIMER. The cards drop into the timer one by one. You only get a few seconds to act out each word before its card gets swallowed. Your team gets points **only** for the cards they guess **and** you grab!

It's also a scorekeeper. Fill in team names on the side of the MIMER TIMER with the CAST and SCENE label. Use the crayon provided. See Figure 1.

ACTION!

THE SCENES: Each team will act in two rounds of play called Scenes. Play the green card deck in Scene 1 and the yellow card in Scene 2.

SCENE 1: Decide which team will take the first turn. The first team chooses an Actor to go first. After the Actor from the first team is finished Guessturing, an Actor from the second team takes a turn. Teams alternate turns. Each team member gets to be an Actor during each Scene.

On your turn as Actor, do the following:

1. SET UP THE MIMER TIMER

Set the MIMER TIMER on a flat surface in front of you, such as on a table. The guessing players

must never be able to see the words on the cards while they are in the MIMER TIMER.

Open the MIMER TIMER'S arm. Push the switch up on the unit. Wind the knob clockwise as far as it will go (see Figure 1 for location of switch and knob). Make sure the MIMER TIMER is fully wound.

2. DRAW AND PLACE YOUR CARDS

Draw the first 4 green cards from the card box. Look at your cards and decide which words you want to act out (see Figure 2). You may select any combination of 1-point and 3-point words, etc.). The 3-point words are more difficult to act out and will consume more of those precious seconds!

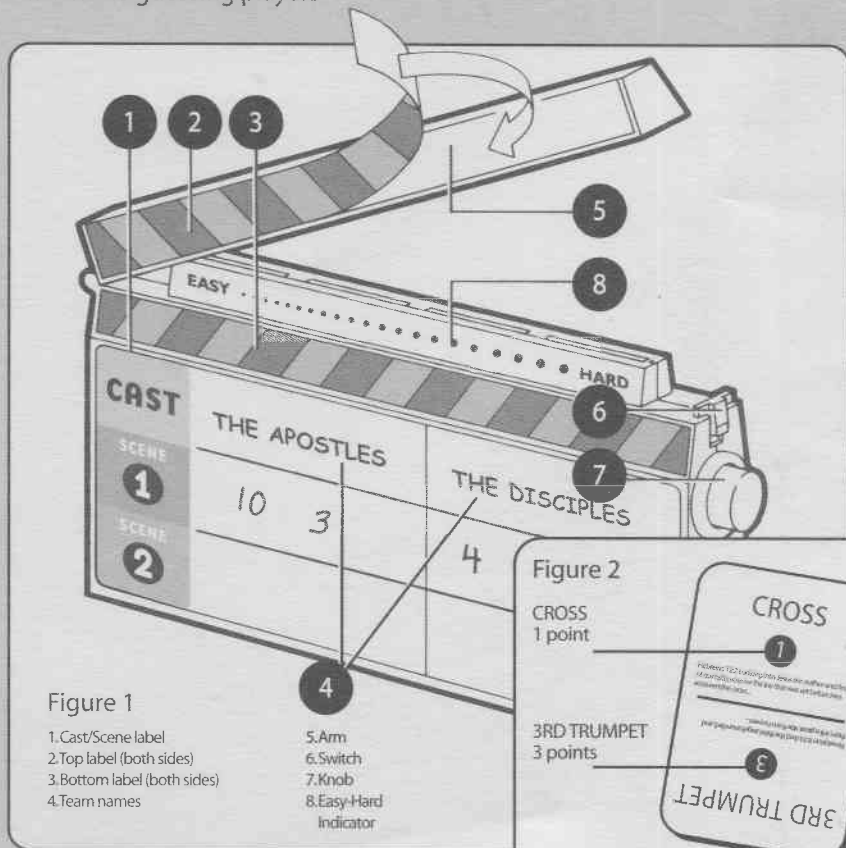


Figure 1

1. Cast/Scene label
2. Top label (both sides)
3. Bottom label (both sides)
4. Team names
5. Arm
6. Switch
7. Knob
8. Easy-Hard Indicator

Figure 2

CROSS
1 point

3RD TRUMPET
3 points

Decide to act out "CROSS" for 1 point or "3RD TRUMPET" for 3 points.

Now insert 4 cards with the words you wish to perform up and facing you (see Figure 3).

IMPORTANT: Use the Easy-Hard indicator when placing your cards in the MIMER TIMER. The card closest to "Easy" will be swallowed up first! It's a good idea to place the cards you think you can get your teammates to guess faster **closer** to the "Easy" side.

3. CLOSE THE MIMER TIMER

Close the MIMER TIMER'S arm, being careful to avoid pushing down on the cards. Now the seconds will start ticking away.

4. START ACTING!

Act out the words, starting from Easy to Hard. Do NOT skip over any words. Rules for Guessturing are found in the **HOW TO GUESSTURE** box in the center column. Remember, the opposing team doesn't guess. They only guess when their Actors are Guessturing.

As soon as someone on your team shouts the correct word, **quickly** grab it's card from the MIMER TIMER. Then go on to Guessture the next card.

If the MIMER TIMER swallows your card before your teammates guess the word (or before you can grab it), hurry on to the next word!

Keep an eye on your cards so you won't be Guessturing a word after it's been swallowed!

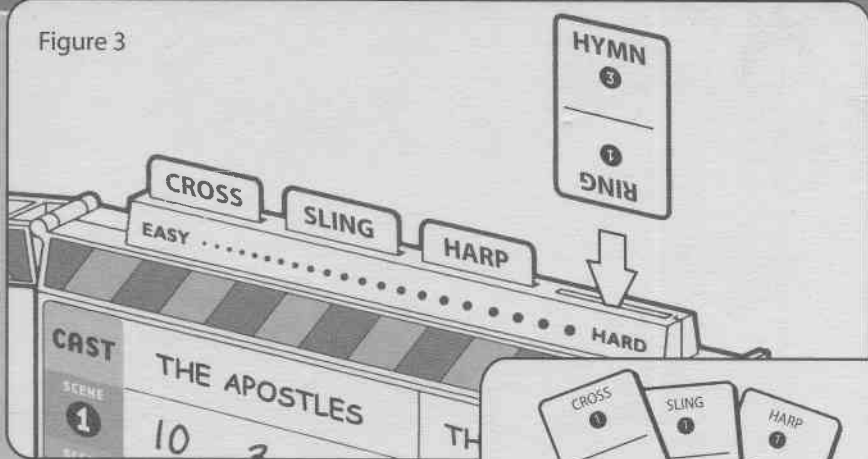
NOTE: In most cases, guessing forms of each word are acceptable. For example, guessing "PRAISING" for "PRAISES" is O.K. but guessing "SPIRIT" for "HOLY SPIRIT" is not O.K.

5. ROLL THE CREDITS! - SCORING

When the MIMER TIMER stops ticking, your turn is over. Add up the point values of **only** the words your team guessed **and** you were able to grab before the Mimer-Timer swallowed them. See Figure 4.

Then use the crayon to enter your total score under your team's name next to "Scene 1" on the MIMER TIMER.

Figure 3



Retrieve any cards swallowed by the MIMER TIMER. Just pick up the game unit—they'll be underneath! Then return all 4 cards to the back of that color card section in the card box.

Now it's time for an Actor from the other team to Guessture! The new Actor follows Steps 1 through 5.

Alternate turns until all players have had a chance to act in Scene 1. If one team has one less player than the other team, that team chooses an Actor to Guessture for 2 turns.

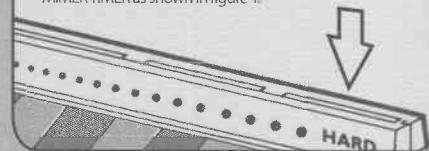
SCENE 2. Play Scene 2 the same way you played Scene 1, using the green card deck (2-point and 4-point words). Also, enter each team's score next to "Scene 2" on the MIMER TIMER.

HOW TO GUESSTURE

- No sounds allowed.
- Props or other "visual aids" are allowed. You may point to parts of the body, other people in the room, objects in the room, etc.
- Mouthing words is permissible **ONLY** if the word is not the word being acted out. Example: You may mouth "OUCH" while acting out "WOUNDED."
- Feel free to use classic charades techniques (such as pulling your ear to indicate "sounds like..."). But remember, these techniques are time-consuming and may work against you!

Figure 4

You scored 3 points: 1 point each for "CROSS," "SLING," and "HARP." You didn't score for "HYMN" because your teammates didn't guess fast enough and the card was swallowed by the MIMER TIMER. Write your score under your team's name on the MIMER TIMER as shown in figure 1.



WINNING THE GAME

After both teams have completed Scene 2, total the points for both Scenes of the MIMER TIMER. The team with the most points wins the game!

When you're through playing, clean the scoring surface by rubbing gently with a soft cloth.

Scriptures:

All Scriptures included on the cards are quoted from the King James translation.

For a fun alternative:

Try a new way to play GUESSTURES! Instead of dividing into teams, take turns being Actors while the rest of the players all shout out their guesses.

Storage:

When you are done playing, return the card box with cards to the underside of the MIMER TIMER. Then return the MIMER TIMER and crayon to the box and close for easy storage.

