



10+
age



4+
players



45+
min.

UK ALIAS[®]

Can you find
the right words?

TACTIC

RULES

Contents:

Game board,
300 cards with 1,800 words,
sand timer, 6 game pieces.

SETUP

- Form at least two teams, of at least 2 players each.
- Place a pawn for each team in the start space.



HOW TO PLAY

1. The teams take turns to explain words, and the players in each team take turns explaining and guessing words.
2. The number in the space your pawn is in tells you which words on the cards to explain. Start the timer and start explaining.
3. As soon as a word is guessed EXACTLY RIGHT by your team, take a new card, and explain the word by the same number.
4. While explaining, you cannot use the word you are explaining, or any part of it. If you do so, you have made a mistake; take a new card and start explaining that word instead. Also, if a word seems too hard you can choose to skip it.



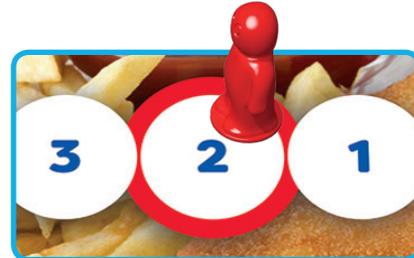
SCORING

1. The number of words guessed correctly before the time runs out = steps forward on the game board.
2. Mistakes and skipped words = steps backwards on the game board.
3. If you are explaining a word when the time runs out, ALL teams can try to guess it. The first team to get it moves 1 step forward for that word.
4. Move your pawn only after the last word of the turn has been explained and guessed/skipped. Then it's the next team's turn.



STEALING SPACES

- Passing or ending up on a **stealing space** means that the team's following turn is played without the timer. Exactly 5 words are explained (from 5 cards), and this time ALL teams are allowed to guess. For each correct guess, the guessing team moves 1 step forward.



END OF THE GAME

- The first team to reach the finish space wins the game!

