

ENDING THE ROUND

After each round, the player to the left of the current Star is the new Star. The new Star chooses a Co-Star. The chosen Co-Star must be a player with the LEAST number of DoubleTake cards in front of him or her. If more than one player is tied for having the least number of cards, then the Star chooses any of the eligible players as Co-Star.

Remember: After each round, the Co-Star keeps the used DoubleTake cards in front of him/her and the new Star chooses a player with the FEWEST number of cards to be the Co-Star.

ENDING THE GAME

With five or less players, the game ends when all players have three cards in front of them (i.e., all players have completed three rounds as Co-Star). With six or more players, the game ends when all players have two cards in front of them.

WINNING THE GAME

The player with the most points at the end of the game wins.

IN CASE OF A TIE: Sudden death! Players with the same number of points are now audience members and the first one to get three correct guesses wins! Only the tied players can guess and receive points. Any two other players are chosen to be the actors, remaining players can only watch. The two actors decide which side of the card they will each act out. If ALL but one player is tied for having the most points, that non-tied player acts out both parts of the item for the whole group. If all players are tied, continue game play as usual until one person has the most points at the end of a round.

Created by: Jack Degnan

Development & Editing: Frank DiLorenzo

Graphic Design: Jenn Vargas

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CHAOS, LAUGHTER & A WHOLE LOTTA FUN!

3–8 players

Contents

- 161 double-sided category cards
- 20 Take tokens
(12 – 1 point, 4 – 2 points & 4 – 3 points)
- 1 ninety-second timer
- card-holder
- 1 pad of score sheets

Game Summary

The object of the game is to guess the phrase being acted out by two players. Acting players choose a different partner each time. The 'Star' acts out half of the phrase and the chosen 'Co-Star' acts out the other half. Each acting pair has ninety seconds to act out as many of the six phrases on the cards as possible. The audience initially knows only the category hint on each card and that each actor is doing half of the phrase. Actors and guessers from the audience score points when phrases are guessed correctly. Whichever player collects the most points by the end of the game wins!

SET UP

1. Place the DoubleTake cards in a pile in the center of the table.
2. Place the tokens in the middle of the table so all players can reach them.
3. Randomly choose a player to be the first Star.

HOW TO PLAY

1. Players will take turns being the Star. In the first round, the Star chooses any other player to be a Co-Star. Everyone else is the Audience.
2. The Star takes a DoubleTake card from the top of the deck, inserts it into the card-holder and looks at it with the Co-Star. The Star and the Co-Star decide which of them will act out a particular side of the phrases on the card. The player doing the black side stands on the left and the other player stands on the right. (To make the game more challenging, they can choose to switch sides, i.e. black list actor stands on the right, white list actor on the left.)
3. The Star reads aloud the category hint at the top of the card. Together, the Star and Co-Star decide which phrase to begin acting out first for the audience.
4. When the actors are ready, someone turns over the timer and says GO!
5. Simultaneously, the Star and Co-Star begin acting out their designated half of the first chosen phrase. The six items on the card may be acted out in any order. If guessers are not guessing correctly, actors may choose to stop and move on to another item by saying "SKIP". Skipped items may be returned to at any time if there is still time left.

THE RULES OF ACTING ARE:

- You may use any part of your body. You may point to or touch any object or person in the room (with their permission, of course).
- You may make any sound, but may not speak words or hum a *SPECIFIC* tune.
- It is not necessary to act a word out as it is spelled. For example, if the word or word part is "shoo", you can point to your foot. As long as what the audience says sounds correct, then they score.
- It is not necessary to act out every word in a phrase. The idea is just to get the audience members to figure out the phrase.
- When someone guesses only half of the item correct, actors may say "HALF"

to let the audience member know they were half correct. However, actors may not indicate which part of the item was guessed correctly and each must continue acting out only their part.

- Actors may never let the audience know who is acting out the first part of the item and who is acting out the second.

6. When an audience member guesses the entire item correctly, the actors point to them and say "CORRECT" and that person takes a Take (of point value 1) from the pile. If more than one audience member guesses correctly at the same time, each takes 1 Take. After an item is guessed correctly, actors move on to another item as long as time remains. The objective is to act out as many of the six items on the card as possible in ninety seconds.
7. If an actor breaks any of the acting rules, an audience member may call 'broken rule'. The item is skipped and the audience member who called it receives 1 Take. If the rule is determined to have not been broken, the audience member loses 1 Take.
8. At the end of ninety seconds, the acting and guessing stops even if there are remaining items on the card to act out.
9. The DoubleTake card is kept by the Co-Star on the table in front of them to track the number of times each player acts as a Co-Star.
10. Keep score on the pad by listing all points earned by each player for that round. Then return the Take tokens to the pile in the middle of the table.

Please note that sometimes words on the cards are purposely misspelled to aid the actors.

SCORING

Count the number of items guessed correctly on the card.

- The Star & Co-Star each receive one point for each item guessed correctly by any audience member.
- Audience members score one point for each Take point acquired.

The scorekeeper keeps track of the number of points earned by each player on the score sheet.