

Using only sounds and facial expressions, imitate the sound that best portrays the image shown on the card. You may not use gestures or words.

When guessers think they know which object you are imitating, they should race to put their finger on the card.

NOTE:

- Once a guesser has pointed at a card, they may not move their finger to a new card.
- No guesser may point to a card that another guesser is already pointing at.

Once all players have made a guess, reveal the number on the token. If a guesser pointed at the correct image, they collect the image card. If none of the guessers picked the correct image, the image card is discarded. Return the token to the bag. Draw a new image card from the deck and place it in the open number spot. Moving clockwise, the next person is the new imitator for the round.

WINNING:

The first person to correctly guess 5 imitations and collect 5 image cards wins!



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Ages 6 and up
3 to 8 players

IMITATOR

Rules

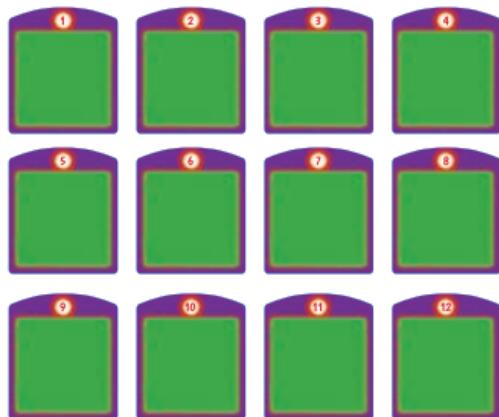


OBJECT

Correctly identify 5 sounds made by other players to claim the matching cards and win the game.

GAME SET UP

Place the number cards face up on your playing surface in a 4x3 arrangement as shown here:



Shuffle the deck of image cards and place 12 of them, image side up, on top of the number cards. Place the remaining image cards face down as your draw pile. Place the tokens in the bag within reach of all players.



GAME PLAY:

On your turn, you are the imitator and will imitate the sound of one of the images shown on the image cards based on the token you draw. The other players will be the guessers, trying to figure out which image you are imitating.

Draw a token from the bag and look at it without revealing it to the other players. The number on the token indicates which image you will be imitating. Place your token face down in front of you so no one can see which number you have drawn.

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