

Articulate!



Articulate! - The Fast Talking Description Game

OBJECT OF THE GAME

To be the first team, round to the FINISH segment. Progress is made by correctly guessing what your team mates are describing.

PREPARING TO PLAY

Unfold the board and put the arrow spinner* in the centre hole. Players divide into teams of two or more. The more players per team the better. If for example there are eight players two teams of four is better than four teams of two. Each team selects one playing piece and places it on the start segment. By common consent decide which team will start.

PLAYING *Articulate!*

DESCRIPTERS,& GUESSERS

Each turn team members are nominated DESCRIPTERS and GUESSERS. All players MUST take their turn at being DESCRIPTERS. No matter how big the team, there are never more than two DESCRIPTERS.

Teams of TWO players have:

1 DESCRIPTER and 1 GUESSER

Teams of THREE players have:

2 DESCRIPTERS and 1 GUESSER

Teams of FOUR players have:

2 DESCRIPTERS and 2 GUESSERS

(Advanced players may wish to have only ONE DESCRIPTER per turn, whatever the team size. This should be decided at the start of the game.)

PLAY

Play begins when the timer is up-ended. The DESCRIPTERS take a card from the front of the pack and describe the entry corresponding to the segment on which the team's playing piece sits. As the start position is on the OBJECT segment each team starts with this category.

When a team member shouts out the correct answer the DESCRIPTERS quickly take another card and repeat the process, using the SAME category.

When the timer runs out, the turn is finished. The DESCRIPTERS count the number of cards that were correctly guessed and move their playing piece forward that many segments. Play passes on to the next team UNLESS you land on a CONTROL or SPIN segment (see below for details).

DESCRIPTERS must be careful not to break any of the DESCRIPTION RULES (see below). If they break one of these rules they forfeit the turn.

FINISH

When a team reaches the FINISH segment, the DESCRIPTERS on that team must describe a CONTROL entry to everybody playing. TO WIN, their team must be the first to guess it correctly. If they fail they wait until their next turn to try again. While they are waiting other teams can move them back with their SPIN BONUS places.

DESCRIPTION RULES

When describing you **MUST NOT**:

- 1) Say what letter the word starts with, or how many letters it has.
- 2) Say the word or any derivative eg. if the word is "post" you may not say "postage" or "postman"; for "swim" you may not say "swimmer" etc.
- 3) Use "rhymes with" or "sounds like" type clues.

When describing **YOU MAY**:

- 1) Gesticulate, act, mime (NOT mouth the word).
- 2) Choose to **PASS** and not play a card - **BUT ONLY ONCE** each turn.

♠ CONTROL SEGMENTS

When a team lands on a **WHITE CONTROL ♠** segment play does not pass to the next team. Instead, the **DESCRIBERS** who have just been describing take another card and describe the entry marked with a ♠ to **EVERYBODY** playing.

There is **NO TIME LIMIT**. Play passes to the team which shouts out the right answer first. If the same team wins a second turn, the describers must change. During this turn **CONTROL** entries are used - which vary from card to card. After the **CONTROL** turn is over, play passes to the next team, as if that had been a normal turn.

If two teams shout the answer at the same time, another card is taken and the ♠ entry is described.

SPIN SEGMENTS

If a playing piece lands on a segment which extends into the centre of the board (**ORANGE** or **RED**), the team spins the spinner* to win bonus places.

If the spinner* stops on:

- 1) **WIDE GREEN SEGMENT** you can move your playing piece **FORWARD TWO** segments, or an opponent's piece **BACK** two segments.
- 2) **NARROW GREEN SEGMENT** you can move your playing piece **FORWARD THREE** segments or an opponent's piece **BACK THREE**.
- 3) **ORANGE** or **RED SEGMENT** -NO bonus is won. If however there is any doubt, due to the arrow pointing to a line, spin again.

CONTROL & SPIN EXCEPTIONS

CONTROL and **SPIN** segments only count if landed on as a result of guessing descriptions correctly. If landed on as a result of a **SPIN** bonus, no action is taken. On the next turn the ♠, **ACTION** or **RANDOM** entries are used as appropriate.

* How to replace the worn-out Spinner with two dice

Note from Rob:

In the rules above, reference is made to a “spinner” (see photo at right). Unfortunately the spinner has never worked very well, and after some wear and tear, it’s practically useless. Consequently, I’ve calculated how to use two dice to do the same function, as follows:

Instead of flicking the spinner off the table, roll two dice:

5 or 7 rolled:

Proceed as for “orange or red” spin, ie; No Bonus.

6 or 8 rolled:

Proceed as for “narrow green” spin ie; you can move your playing piece **forward three** segments or an opponent's piece **back three**.

Anything else rolled:

Proceed as for “wide green” spin, ie; you can move your playing piece **forward two** segments, or an opponent's piece **back two** segments.



The dice calculation is based on the fact that the boundaries between the red, orange and green spinner segments align with some of the boundaries of the 42 equal segments of the main playing area. The 6 “wide” green segments occupy 18/42 of the circle, approx 42.9%. The 6 “narrow” green segments occupy 12/42 of the circle, approx 28.6%, as do the 6 red/orange segments. The probability of rolling “5 or 7” (and also “6 or 8”) is 10/36 or approx 27.8%

The dice probabilities are within 1% of the spinner probabilities, so the spirit of the spinner is preserved (approximately).

P	Oliver Cromwell	
W	Paddington	
O	A Cinder	
A	Herding	
N	A Snake	
R	Incomprehensible	

Sample Articulate! Card