

## **ALIAS**

Number of players: 4+

Age: 7+

### **Contents:**

Game board

6 playing piece

400 cards

1 timer

ALIAS is a word game that you play in teams.

In ALIAS you have to say things in “other words”. The idea is to explain words using synonyms, opposites or clues so that your team mates guess as many words from the card as possible before the sand in the sand timer runs out. The team moves forward on the board the same amount as words guessed. The team to reach the ‘Finish’ first is the winner.

### **How to play**

1. Shuffle the cards turning over the last card in the pack to indicate the need to reshuffle.
2. Each team chooses a coloured playing piece and places it in the Start space.
3. Each team chooses a player who explains on the first round. This player then takes a suitable amount of cards from the pack (15-20). The cards each have eight words on them. The other teams then choose a number from 1 to 8, for example 4. The sand timer is turned over and the player starts to explain the word number 4 (see “How to explain”). When the team guesses the correct answer he puts the card on the table and starts explaining the word number 4 from the next card.
4. When the sand in the sand timer runs out, the other teams yell “stop”. If the player is still explaining, the guessing becomes ‘open’ to all teams. The fastest correct answer wins and allows that team to move one space forward on the board.
5. The amount of cards on the table show how many spaces the team can move forward on the board (see also “Mistakes and skipping”).
6. The turn goes to the next team. Used cards are returned to the bottom of the pack. The unused cards are given to the explaining player in the team, and he also takes some new cards from the pack, so that he has 15-20 cards in his hand. The spaces on the game board have numbers 1-8, and the number for the explained words is now determined by where the team’s playing piece is on the game board. The team members take turns at explaining the words (see also ‘Stealing’).
7. The team that is the first to reach ‘Finish’ space is the winner.

Note! The words are not in any particular order. There are verbs, adjectives, nouns, people, locations and colours. It all depends on luck, whether you get easy or hard words.

### **Only exact words are accepted**

The guessed word has to be exactly correct. For example, if the word is “Running”, “Run” is not an acceptable answer.

### **How to explain**

When explaining, you cannot use any part of the word on the card, nor a derivative of it.

For example, you cannot explain the word “handbag” by saying “a small bag women usually carry”, or the word “balloon” by saying “a ball filled with air” since balloon and ball are derived from the same word. You could, however, say “a colourful object filled with air”.

If the word has two parts, for example “tape recorder”, and someone guesses “tape player”, you can then use the first part and help your team by saying “the tape is right but use another word for player”.

You can use opposites. The word “big” can be explained as “the opposite of small”. You can not use foreign languages (see “Learning foreign languages with Alias”).

You are allowed to give as many hints and guesses as you can until the sand in the sand timer runs out.

### **Mistakes and skipping**

If the explaining player makes a mistake, for example says a part of the word in the card, the word will not be accepted and the team has to move one space backwards. For example, if a team has guessed 6 words, but the explainer has made two mistakes (6 – 2), the team gets to move only 4 spaces forward. The other teams must therefore listen closely when the team in turn is explaining.

If the word seems too difficult, you can skip it, but remember that then you also have to move one space backwards. However, this is sometimes a good idea since it may save a lot of time, during which you can explain new words.

### **Stealing**

[PICTURE]

The dark spaces on the board are Stealing spaces. This means that when a team passes or stops on one of these spaces, the play is ‘open’ to all teams. A stealing round is played without the sand timer. The explaining player takes only 6 cards in his hand and the word number is shown by the playing piece. Only one player is now explaining and everyone else guessing! The quickest team to guess a word correctly gets to move one space forward for each guessed word.

**Note!** If a team passes a dark space with the free steps it won by stealing from another team, there will be no stealing round for that team. This is a good time to put some pressure on the opponents!

### **Learning foreign languages with Alias**

A fun way of learning foreign languages is to play ALIAS in some other language. The explaining player uses the foreign language, but the guessing players use [your own language].

### **The rules in brief**

1. The teams play in turns and inside each team the players explain in turns.
2. The amount of correctly guessed words = the amount of spaces the team can move forward.
3. The amount of mistakes and skipped words = the amount of spaces the team has to move backwards.
4. The spaces have numbers 1-8. The team’s playing piece indicates the number of the word to be explained.
5. The dark spaces are Stealing spaces.
6. The first team to reach the ‘Finish’ space wins.