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Articulate Fame
Played in Teams – Ages 12+

CONTENTS:
120 Name Cards
20 Blank Cards
Drawstring Bag
Sand Timer
1 x Pencil
1 x Score Pad
Rules

#ARTICULATEFAME

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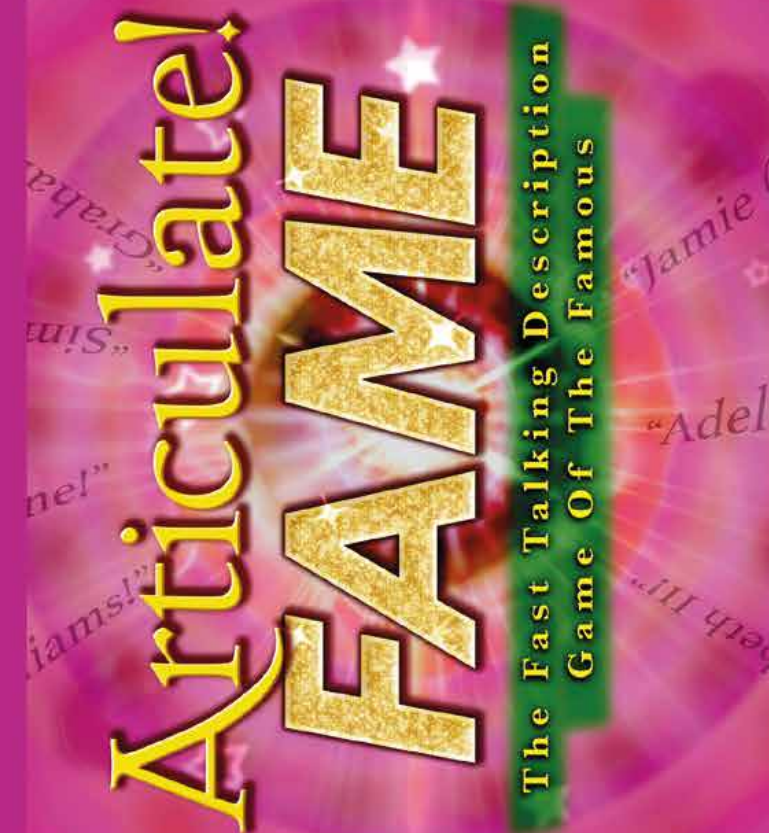
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TOMY UK Co., Ltd.
Hembury House, Exeter, EX2 5AZ, UK
TOMY France Sarl (EU)
CS70358, 74164 Archamps, France



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Aim of the Game

To be the team that scores the most points by guessing what famous people their teammates are describing.

Preparing to Play

Players divide into two teams.

All the Articulate Fame cards are placed into the bag. For each player in each team five cards are randomly taken out of the bag, making sure no one sees the names on the cards. So, for example if you have two teams of three, each player takes out five cards so there will be a total of 30 cards for this game (6 players X 5 cards). Empty the bag of the remaining cards and place the selected cards back into the bag, again making sure no one sees the names on the cards.

GETTING READY TO PLAY

Describers & Guessers

Each turn, team members are either the DESCRIBER or a GUESSER. All players **MUST** take their turn at being the DESCRIBER. There is always just one DESCRIBER – the rest of the team are GUESSERS.

The team with the youngest player starts and the oldest player on that team takes the first turn at being DESCRIBER (see below). DESCRIBERS must be careful not to break any of the ARTICULATE DESCRIPTION RULES (see below). If they break one of these rules, they forfeit the turn.

There are Three Rounds

Round 1 – The DESCRIBER can use **as many words** as they want to describe the name on the card.

Round 2 – The DESCRIBER can only use **two words** to describe the name on the card.

Round 3 – The DESCRIBER can only use **one word** to describe the name on the card.

SO IT IS VITAL TO LISTEN TO **ALL** THE DESCRIPTIONS FROM BOTH TEAMS IN ROUND 1 – after each turn the DESCRIBER can review the names guessed just to help everyone remember them – or not - if you're feeling extra competitive. After each Round the selected cards are returned to the bag.

Blank Cards

We have left 20 name cards blank for you to write your own names on – perhaps friends, family or your own particular famous folk who are not included on the 120 existing cards.

PLAYING THE GAME

Round 1

- Play begins when the timer is up-ended. The DESCRIBER takes a card from the bag and describes the person to their teammates.
- When a team member shouts out the correct answer the DESCRIBER quickly takes another card from the bag and repeats the process.
- When the timer runs out, the turn is finished. The DESCRIBER counts the number of cards that were correctly guessed and records the score.
- Now the other team takes a 30 second turn playing exactly the same way.
- The two teams keep taking 30 second turns – with a new DESCRIBER each turn – until all the cards have been drawn from the bag and guessed.

Round 2

- Once Round 1 is completed all the cards from the round are placed back into the bag.
- Again, play begins when the timer is up-ended.
- The DESCRIBER takes a card from the bag and describes the person to their team mates but this time only using **TWO WORDS**. If the DESCRIBER says more than two words they forfeit the turn.
- When a team member shouts out the correct answer the DESCRIBER quickly takes another card from the bag and repeats the process.
- An unguessed card is returned to the bag.
- When the timer runs out, the turn is finished. The DESCRIBER counts the number of cards that were correctly guessed and records the score.
- Now the other team takes a 30 second turn playing exactly the same way.
- The two teams keep taking 30 second turns – with a new DESCRIBER each turn – until all the cards have been drawn from the bag and guessed.

Round 3

- Once both teams have completed Round 2 all the guessed cards are placed back in the bag.
- Play begins when the timer is up ended, and the next DESCRIBER takes a card from the bag and describes the person to their teammates but this time only using **ONE WORD**. If the DESCRIBER uses more than one word they forfeit the turn.
- When a team member shouts out the correct answer the DESCRIBER quickly takes another card from the bag and repeats the process.
- When the timer runs out the turn is finished. The DESCRIBER counts the number of cards that were correctly guessed and records the score.
- Now the other team takes a 30 second turn playing exactly the same way.
- The two teams keep taking 30 second turns – with a new DESCRIBER each turn – until all the cards have been drawn from the bag and guessed.

Winning

Once all three rounds have been completed both teams add up their scores from the three rounds. The team with the highest score is the winner.

ARTICULATE DESCRIPTION RULES

When describing you **MUST NOT**:

- Say what letter the name starts with, or how many letters it has.
- Say the name or any derivative e.g. If the name is "John" you may not say "Johnny" or "Jonathan"; for "Dave" you may not say "David" etc.
- Use "rhymes with" or "sound like" type clues.

When describing you **MAY**:

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