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Ages 3 and Up  
2 to 4 Players

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1 Die, 4 Movers,  
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# Dr. Seuss™ Charades Game

## Instructions



### Object

Reach the FINISH to win!

## Set Up

- 1 Lay out the game board.
- 2 Each player chooses one mover and places it on the START.
- 3 Mix up all the cards and stack them in a deck with the blue side up.
- 4 The player with the next birthday goes first. Play continues clockwise.



The acting player looks at the **yellow** side with three pictures.



The guessing players look at the **blue** side with six pictures.

Over




## On Your Turn

- 1 Draw the top card of the deck.
- 2 Put the card into the stand so that only you can see the yellow side. The other players should only be able to see the blue side of the card.
- 3 Secretly choose one of the three pictures to act out for the other players.
- 4 Act out the picture you chose to the player on your left — they get to guess first. You may use sounds and other clues as long as you don't say the answer. When guessing, the player may call out which picture they think you are acting out, but it does not need to be the exact word that appears on the card. For example, "kitty" could mean "cat" and "plane" could mean "airplane" — both would be correct. Each player is only allowed one guess. If their guess is wrong, the next player gets one guess. Continue going around until one player has guessed correctly or until all players have had one guess.
- 5 If a player's guess is correct, you and that player both score (see the Scoring section below).
- 6 If no one guesses correctly, no one scores and it's the next player's turn.



## Scoring

Each player who scores — actor and guesser — rolls the die once and advances their mover that many spaces forward on the game board.

If you roll the  symbol, you immediately jump to the same space as the player closest to the FINISH. If you are closer to the FINISH than any other player, you do not move.

## Jump! and Back! Spaces

If you land on a space with a **Jump!** sign, immediately move up to the space the hand is pointing to.

If you land on the space with the **Back!** sign, immediately move back to the space the hand is pointing to.

Now it's the next player's turn.

## Winning the Game

If you reach the FINISH, you win! More than one player can win at the same time.



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 **WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.

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