



MIXING BOWL



8-16



30-40 MIN

A new way to play that encourages dramatic expression and lateral thinking. A *Game of Awesome* rules variation.

In this game, players are challenged to communicate an *Idea Card* to their teammates without naming it.

Getting Ready

1. Find a bowl, a timer of some kind, and the white *Idea Cards* from *Game of Awesome*.
2. Split the group into two (or more) teams.
3. Shuffle the *Idea Cards*. Combine several packs for a larger pool of cards!
4. Each person draws three cards and places them in the bowl.

To Play

1. The first player takes the bowl and selects a white card. The timer is set for 30 seconds and the player has to communicate to their teammates what is on the card. They can use words or actions but they can't say the actual word (or phrase) from the card, or any part of it!
2. If the team guesses correctly they win that card. If there is still time, the player draws another card and keeps going. If the team can't guess, the player can decide to return the card to the bowl and draw another. Keep going until time runs out!
3. When time runs out, the card the player is holding goes back in the bowl.
4. A player from the next team takes a turn. Keep moving around the teams as long as there are still cards to play.
5. When all the cards have been guessed, the first round ends. Teams get a point for each card they won in the round.
6. Return all the cards to the bowl and mix them.
7. For round two, repeat the process of drawing and guessing cards, but this time the player is only allowed to say one word for each card. (They can still use as many actions as they like.)
8. The second round ends when all the cards have been guessed. Tally up how many cards each team has won.
9. In the third round, players cannot say anything at all. They can only use actions to help their team guess.

To Win

The team with the most points after three rounds is the winner!