

YOU'LL NEED: SOME PAPER AND PENS

A STOPWATCH (THERE'S ONE ON YOUR PHONE)

YOU HAVE PICKED UP THE INSTRUCTIONS, SO YOU ARE NOW THE QUIZ MASTER! NEXT ROUND IT'LL BE THE PERSON TO YOUR RIGHT'S TURN TO ASK THE QUESTIONS.

GRAB A QUESTION CARD!

AS QUIZ MASTER, YOU WILL NOW READ ALL FIVE QUESTIONS ALOUD TO THE OTHER PLAYERS, THEN STARTS A 30 SECOND TIMER ON YOUR PHONE.

THE OTHER PLAYERS MUST WRITE DOWN THE

What eyewear do swimmers use to

keep water out of their eyes?

What three letter word describes

someone feeling unwell or sick?

Who is Darth Vader's son?

What musical instrument is

What part of Shakira's body

named after a three sided shape?

Luke Skywalker

Triangle

doesn't lie?

Hips

Goggles

IF PLAYERS DON'T KNOW AN ANSWER, THEY CAN LEAVE A BLANK SPACE AND STILL TRY AND FIGURE OUT THE WORD.)

Torch

THE BACKS OF EACH QUESTION CARD HAVE A RANDOM LETTER ON THEM. THE WINNER OF THE GAME IS THE FIRST PERSON TO COLLECT THREE CARDS WITH WHICH THEY CAN SPELL OUT A WORD.

HOWEVER, A PLAYER CAN ONLY HOLD THREE WINNING CARDS AT ANY GIVEN TIME.

IF A PLAYER FINDS THEMSELVES WITH FOUR CARDS, THEY MUST DECIDE WHICH CARD IN THEIR HAND THEY WISH TO DISCARD TO 'THE POT'.

IF A PLAYER CALLS 'ANSAGRAMS!' AND GIVES AN INCORRECT ANSWER, THEY ARE FROZEN OUT OF THE ROUND, THE OTHER PLAYERS MAY CONTINUE

IF, AFTER 30 SECONDS, NO ONE HAS GIVEN AN ANSWER, YOU CAN READ OUT THE 'HINT' AND START A NEW 30 SECOND TIMER. IF NO PLAYER WINS THE CARD, IT GETS PLACED INTO 'THE POT'.

THE FIRST PLAYER TO CALL OUT 'ANSAGRAMS!' AND SAY THE CORRECT ANSWER, EVEN IF ALL 5 QUESTIONS HAVEN'T BEEN READ, WINS THE CARD.

IT IS NOW TIME FOR THE PERSON TO YOUR RIGHT TO BE THE QUIZ MASTER.

ANSAGRAMS!

HINT

TORCH



CARDS CAN END UP IN 'THE POT' (A COLLECTION OF LETTER CARDS IN THE MIDDLE OF THE TABLE) IF NO PLAYER UNSCRAMBLES THE ANSAGRAM IN THE GIVEN TIME, OR IF A PLAYER HAS TO DISCARD EXTRA CARDS FROM THEIR WINNING HAND, ONCE CARDS ARE IN 'THE POT' THEY ARE AVAILABLE FOR ALL PLAYERS TO WIN.

THIS PLAYER ALREADY HAS THREE CARDS. HE WINS A FOURTH AND SO MUST PLACE ANY ONE OF HIS CARDS INTO THE POT.

THE NEXT PLAYER TO WIN AN ANSAGRAMS **ROUND CAN NOW CHOOSE BETWEEN THE** CARD THAT THEY HAVE JUST SOLVED, OR TAKE A CARD FROM THE POT INSTEAD.

IF A WINNING PLAYER CHOOSES TO TAKE A CARD FROM THE POT, THEN IT GETS REPLACED BY THE CARD THEY HAVE JUST SOLVED.

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WHEN A PLAYER HAS COLLECTED THREE CARDS THAT SPELL OUT A THREE LETTER WORD, THEY ARE THE WINNER!



ENJOYED PLAYING? LET US KNOW!

WE LOVE HEARING STORIES OF PEOPLE ENJOYING THE GAME

COME AND SAY HELLO:





