

The BIG Taboo

Describe your topic in different ways...

4

Object of the Game

12+ 4+ PLAYERS

To be the first team to reach the finish space by explaining words to your team-mates in the four different ways – Classic Taboo, 15 Words, Taboo Draw and Bendy Bob.

Start with Classic Taboo, then play different games depending on what color space you land on. Move forward 1 space on the board for every word your team gets right. Remember what you got right – you might land on a memory space where the team with the best memory gets the points!



Classic Taboo space

Memory space

Center space

Start space

Timer

Team tokens

Sketchpad and pencil

Bendy Bob space
Finish space

15 Words track and marker

15 Words space

Taboo Draw space



Bendy Bob – with Taboo squeaker inside

Get Ready!

Look at the picture of the board to help you set up the game.

1. Divide the players into two evenly-matched teams. It doesn't matter if one team has more players than the other.
2. Lay out the gameboard on a flat surface.
3. The first time you play, use the words from the section with A in the corner. Stick to this section throughout the game. The next time you play, choose a different section (B, C or D) and stick to that section throughout the game.
4. Shuffle each pack of cards and place it face down on its matching-colored corner on the board. (In your first game, this means side A/B faces downwards).
5. Choose one token per team and place both tokens on the start space.
6. Place the 15 Words marker on the empty circle on the 15 Words track.
7. Put Bendy Bob, the sketch pad and pencil, and the timer near the board.
8. Decide which team will go first and pick a player to give the clues... time to Taboo! Take turns to be the player who gives the clues to your team.

Read the Quick Start Rules on the back page or look at the full rules for more details.

Contents

Gameboard, 1-minute timer, Bendy Bob character (with squeaker inside!), 102 red Classic Taboo cards, 50 green 15 Words cards, 50 yellow Taboo Draw cards and 50 blue Bendy Bob cards, 2 team tokens, 15 Words marker, sketchpad and pencil.



When you start your turn on a red space (or on ) , play:

Classic Taboo



Give your team-mates clues to lead them to the Guess word **without** saying any of the Taboo words.

To get your team guessing, try saying:

"Long and narrow body parts that run along your sides."

"Barbecue pork."

"Bony structures that protect your lungs."

Sorry, you broke a rule...
You can't say "bony", as "bone" is a Taboo word!

Squeak!!!



Guess word

Taboo words

When you start your turn on a green space, play:

15 Words



Describe as many Guess words as possible using only 15 words per turn - choose them wisely!



CLUE:

Online letter.

ANSWER:

Email?



1. Go and sit with the other team.
2. A player from the other team takes the timer and Bendy Bob (to squeak with). They will tell you when you run out of time.
3. When you're ready, pick up a red card. The timekeeper turns the timer over. Nobody in your team may see the card.
4. As quickly as you can, give clues to encourage your team-mates to say the Guess word. You cannot use any of the Taboo words or break any of the Taboos, below. If you do, the other team will squeak Bob and you must move on to the next card.
5. As you call out clues, your team-mates shout out what they think the Guess word might be. There is no penalty for wrong guesses.
6. When your team guesses the word correctly, put the card **face down** in a pile near the board and pick up the next one.
7. You can pass on a difficult card, or may be squeaked for saying a Taboo word. Put passed and squeaked cards in separate piles near the board.
8. Keep playing until the timer runs out.
9. Move your team token forward 1 space for every word guessed correctly. The other team moves their team token forward 1 space for every Taboo word you used.
10. Place successfully-guessed cards **face down** in the center space on the gameboard.
Note: Face down means with the side just answered facing downwards. Place all other cards out of play.
11. Return to your team. It is now the other team's turn.

1. Go and sit with the other team (so nobody in your team can see your words).
2. A player from the other team will take the timer. You have double time, so the timekeeper must flip the timer as soon as it first runs out. They will tell you when your second minute is up.
3. When you're ready, take the top card from the 15 Words pile and look at the first word on the list. The timekeeper turns the timer over.
4. As quickly as you can, give clues from your section that will lead your team-mates to the Guess word. There are no Taboo words, but you can't say any part of the Guess word or you'll be squeaked.
5. Each time you say a word to describe the Guess word, a player from the other team moves the marker 1 space down the 15 Words track. They will tell you when you're out of words.
6. As you call out clues, your team-mates shout out what they think the Guess word might be. There is no limit to the number of words they can shout out!
7. Work through all words in your section before taking another card. To pass, say 'pass' and move on to the next word on the list. Each pass costs you 1 of your 15 words.
8. Keep playing until: **A** the timer runs out or **B** the marker reaches 1 on the 15 Words track.
9. Move your team token forward 1 space for every word guessed correctly.
10. Place any cards with successfully-guessed words on them **face down** in the center space on the gameboard.
11. Return to your team. It is now the other team's turn.

Taboos

- **No part of any word printed on the card may be given as a clue.** If BUS STOP is the Guess word, you can't say "bus" or "stop".
- **No word derived from any word printed on the card may be given as a clue.** If DRINK is a Taboo or Guess word, you can't say "drunk".
- **No gestures.** You can't clap your hands as a clue for APPLAUSE or point to your ear as a clue for EARRING.
- **No sound effects or noises, such as explosions or engine noises.**
- **You can't say that the Guess word "sounds like" or "rhymes with" another word.**

- **You can't say the Guess word in another language.**
- **You can't use abbreviations or initials if the words they represent are on the card.** If the Guess word is TELEVISION, you can't say "TV".
- **Where the Guess or Taboo word is made up of initials, you can't say any of the words that it is abbreviating.** If the Guess word is CEO, you can't say "chief", "executive" or "officer".



When you start your turn on a yellow space, play:

Taboo Draw



Draw clues to lead your team-mates to the Guess word. Let your inner artist run free!



Guess word

1. Take the sketchpad and pencil.
2. A player from the other team will take the timer. You have double time, so the timekeeper must flip the timer as soon as it first runs out. They will tell you when your second minute is up.
3. When you're ready, take the top card from the Taboo Draw pile. Look at the first Guess word, then ask a member of the other team to hold the card for you. Nobody in your team may see the card.
4. As quickly as you can, start drawing the Guess word, without speaking.
5. As you draw, your team-mates shout out what they think the word might be. They can shout out as many words as they like.
6. Work through all words in your section before you take another card. To pass, say 'pass' and move on to the next word on the list.
7. Keep playing until the timer runs out.
8. Move your team token forward 1 space for every word guessed.
9. Place any cards with successfully-guessed words on them face down in the center space on the gameboard.
10. It is now the other team's turn.

When you start your turn on a blue space, play:

Bendy Bob



Make Bendy Bob mime the Guess word for your team-mates.

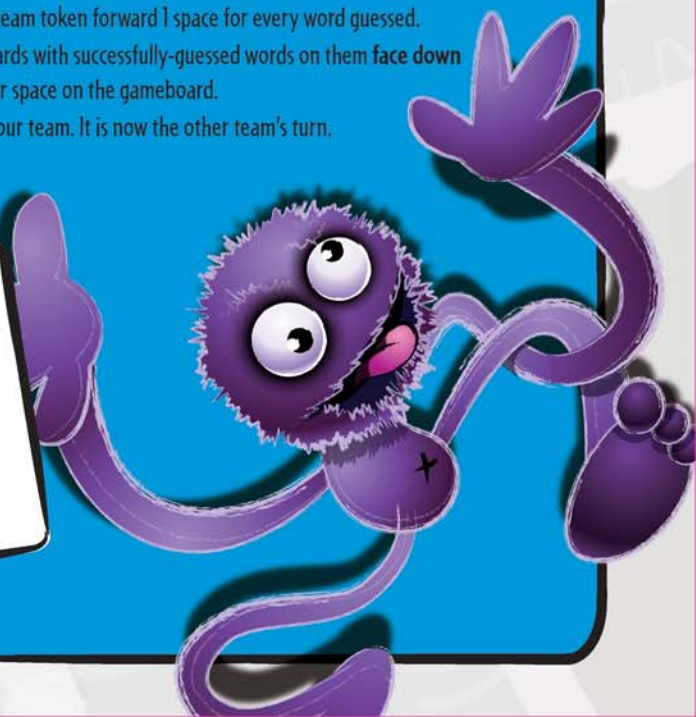


Bungee jumping!

1. Go and sit with the other team.
2. A player from the other team will show you your cards, leaving your hands free to manipulate Bob. Another will be the timekeeper.
3. When you're ready, ask to see the top card from the Bendy Bob pile. Look at the first word on the list. The timekeeper turns the timer over.
4. As quickly as you can, make Bob mime the Guess word.
5. As you make Bob strut his stuff, your team-mates call out the word they think you are trying to show them. They can shout out as many words as they like.
6. When you're ready, ask to see the next word. Work through all words in your section before asking for another card. To pass, say 'pass' and move on to the next word on the list.
7. Keep playing until the timer runs out.
8. Move your team token forward 1 space for every word guessed.
9. Place any cards with successfully-guessed words on them face down in the center space on the gameboard.
10. Return to your team. It is now the other team's turn.

Taboos

- No speaking, apart from the words 'yes' and 'no'.
 - No sound effects or noises.
- Taboo Draw only:
- No writing on your picture.



Memory Space

If either team lands on this space, it's time for a catch-up round.



1. Choose a player from the team that landed on the space to read the cards. That player takes the pile of used cards from the center space and shuffles them.
Important: Make sure the section you are playing with stays **face down**.
2. Another player turns over the timer. The player with the cards describes a correctly-guessed Guess word from each card in turn, using only **2 clue words**.
3. The first player from either team to remember the Guess word being described calls out the word.
 - If the guess is **wrong**, anyone can try again.
 - If the guess is **right**, that team moves their team token forward 1 space.
4. The player with the cards moves onto the next word or card.
5. Keep playing until the timer runs out.
6. After a memory round, place used memory cards out of play. Place unused cards from the pile back **face down** on the center space.
7. The team in second place after a memory round takes the next turn. (If their team token is on the memory space, they must perform the category on the next space.)

Passing on a Card

You (but not your team) can decide to pass on a Guess word in any game.

- On a red space - say 'pass' and place the card in a 'pass' pile, out of play.
- On all other spaces - say 'pass' and move onto the next word.

You may pass on a maximum of 3 words per turn. When playing 15 Words, a pass costs you 1 word. There is no penalty for passing in the other games.

Winning the Game

The first team to reach the finish space on the gameboard wins the game!

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Quick Start Rules

1. On your team's turn, choose a player to give clues. That player should go and sit with the other team. **Note:** Take it in turns to be the player to give the clues to the rest of your team.
2. One member of the other team turns over the timer and another takes Bendy Bob.
3. Choose a card from the pile that matches the space you landed on (on your first turn, play Classic Taboo!). Follow the rules for that game (see over for full rules). Flip the timer half way through for 2-minute games.



Classic Taboo!



Describe the word for your team but don't say the Taboo words or Bob will squeak at you!

15 Words!

Describe as many Guess words as possible using only 15 describing words per turn.



15



Taboo Draw!



Get creative - draw the Guess word for your team! No speaking!

Bendy Bob

What's Bob doing? Manipulate him to lead your team to the Guess word!



4. Team-mates, shout out your guesses!
5. Stop when the time runs out (or when you've used up your 15 Words!)
6. Score 1 point for every correct guess. At the end of your turn, move your team token forward the correct number of spaces (in Classic Taboo, the other team moves forward 1 space for each Taboo word you said, too).
7. Put any cards with successfully-guessed questions on them **face down** on the centre space and place any other cards out of play.
8. The first team to reach the finish space has won!

Test Your Memory

1. If you land on a memory space, choose a player from your team to pick up and shuffle all the successfully-guessed cards from the centre space.
2. Using just 2 words, that player must jog the other players' memories on each correctly-guessed word from earlier in the game. Both teams can guess.
3. Players, call out the Guess words as soon as you remember them.
 - If the guess is wrong, any player can try again.
 - If the guess is right, that team moves their team token forward 1 space and the person with the cards moves on to the next correctly-guessed word. (This may be on the same card).
4. After the memory round, place used cards out of play and return unused ones to the center space. The team in second place after the memory round takes the next turn.
Important: Make sure the section you are playing with stays **face down**.