



## The game that will have you laughing your accents off!

**It's simple:** read a quote from a Quotation Card in the accent printed on the Accent Card selected; if your team mates guess correctly you win a point.

The trick is to convey the essence of the accent to your team mates, without giving any verbal or visual clues. Your team mates' jobs are to giggle hysterically, ridicule you and - regardless of how terrible your accent is - guess correctly.

### Are you up for a laugh?



Accentuate is played by teams with a minimum of two players each. The aim is to guess which accent your teammate is trying to immitate. The opposing team may also have the chance to guess the accent and win a point should "All" be rolled on the dice.

Each team selects a speaker for the first round, who will roll the dice to determine play options - **Swap**, **Play**, **Pass** or **All**.

The speaker chooses a Quotation Card then an Accent Card. At this point the sand timer should be flipped and the speaker has 30 seconds to recite the quotation in an accent - without giving any other clue to the accent.

The speaker's team can confer before presenting the one official guess to win one point. Play then passes to the next team. The team with most points after every team and player has accentuated is the winner.

## THE DICE



**"Swap"** gives the opportunity to change the Accent Card after it has been viewed but while the timer is running.



**"Pass"** allows the speaker to pass their turn to another team member, before a Quotation Card is picked up.



**"Play"** means the chosen speaker must proceed with the first Accent Card.



**"All"** allows all teams one guess of the accent the quotation is being recited in.