

# Rules of the Game

## Act it out!

### Setting Up

1. Shuffle all the Situation cards and place the pile face-down in the middle of the table.
2. Players can choose whether they want to play with the spinner, which makes the game more complex. If players do opt for the spinner, place it next to the pile of Situation cards.



### Playing the Game

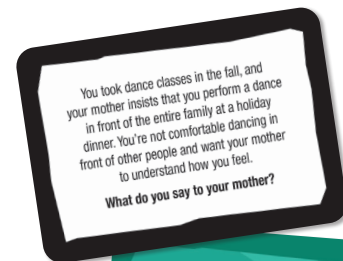
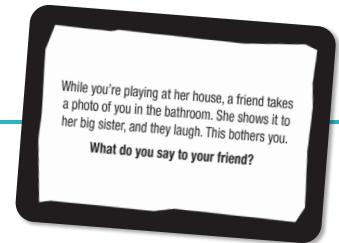
1. The youngest player goes first. To begin the turn, that player takes a card from the top of the pile and reads the scenario out loud for all to hear. This player will later act out what they would do in the situation described on the card (see Step 2).

To help, the player chooses a second player who will play the character they interact with in the scenario. The role of this player is indicated in the question asked at the end of the scenario, except in the case of Special Situation cards (see explanations on the back of these rules). For the question, "What do you say to your father?" the second player would play the role of the father.

If players have decided to play with the spinner, the player also spins it to determine which acting style to use for the improvisation (see explanations on the back). The style determined by the spinner applies only to the main actor, whose turn it is, and not to the supporting actor.

The main actor then takes a few moments to think and prepare their improvisation. If a player is having difficulty, the adult can help them (see "Helping children and teens during gameplay" in the Instructional Guide).

2. The player improvises their number. If a player is having difficulty, the adult can help them (see "Helping children during gameplay" in the Instructional Guide). The improvisation goes on as long as the players wish, up to a maximum of three minutes.
3. After the improvisation, the adult recaps the improvisation to encourage the player to reflect on their performance. To make this easier, the adult can base questions on those provided (see list of questions). Other players can also join in the discussion, if the adult feels it's a good idea.
4. Progressing clockwise, the next player then takes their turn by picking a card to determine their improvisation. Adults can play as well if they wish. The game continues in this manner until the players lose interest.



continued on the back

## Special Situation cards

Players who pick one of the Special Situation cards will have to think a little harder about their improvisation. For example, they might have to assign a role to the second player after choosing them (e.g., they must tell a player, "I want to do my improvisation with you. You'll play the role of my mother.")

Special Situation cards are marked with stars on the front.



## Spinner

The player improvises from the perspective of a 1- or 2-year-old child.

The player improvises in the least emotional manner possible.



The player does an improvisation in the most emotional manner possible.

The player improvises exhibiting the most positive behavior possible.