

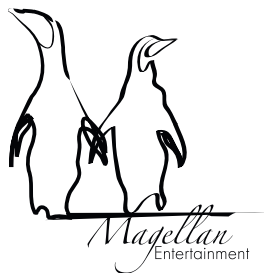


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## Preparation:

1. Randomly hand out role cards to the players.
2. Now the players must take their positions. The newsy must sit face to face with the professor, while the rats must stand behind the newsy's back so that he can't see them but the professor can clearly observe them.



## The game in brief

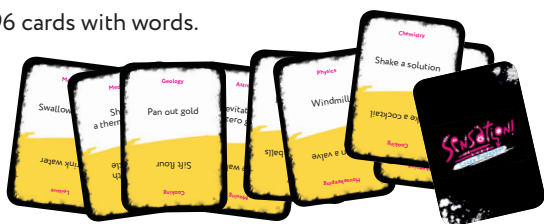
Yes, yes! It's all true, and you'll have to prove it to your friends in this wonderful game. One two of you will be showing the sensation with gestures standing behind the player-newsy's back and another player will explain it to the newsy, just like the two players are showing. And the newsy has to guess what exactly was shown. Pretty much that's how it happens in the world of Art didn't you know?

## Oh yes!

Get ready to film a movie, it will be fun!

## Components:

- 96 cards with words.



- 4 role cards: newsy, mad professor and two rats from his attic.



- Rules which you are for əwɒs purpose ʒɪnɪpɪwɪt in your hands.

## Objective:

- Get the maximum amount of points, performing special tasks of one's role.

## Are you ready?

Let's go. You can just start playing, peeping into the rules during the first game.

## What to do:

The rats are simultaneously trying to show their phrases (each rat shows his own phrase) they have one minute for everything.

Professor is looking at both of them and describing the actions of both to the newsy.

The newsy is asking professor questions, he is interviewing the professor.

Everything is happening simultaneously.

## Gameplay:

1. The players take their places.
2. The rats draw one card for those two and silently agree who will explain which phrase.



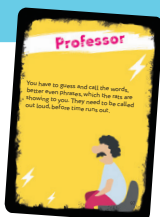
3. The professor upturns the hourglass: that will be the interview time.
4. The rats are simultaneously trying to show their phrases (each rat shows his own phrase) trying to make professor pronounce their word or phrase before their time is up.
5. The newsy is asking questions, and the professor is answering them, saying what he can see in rats' gestures, sometimes adding something on his own behalf, and generally translating what he is shown, as luck would have it, if only to answer.



6. After time is up, the newsy names two topics he thinks were discussed.
7. Everybody counts his points and puts them down.
8. The players switch roles in order: the newsy becomes the professor, the professor gets the first rat, the first rat is now the second rat, and the second rat is the newsy.

#### Everybody's goals and points tally

- The mad professor has to guess and name both phrases which the rats are showing. He should pronounce them while the sand in the hourglass is still running.
- If the professor guesses one word which the rat is prompting, he and the rat get one point each, if two — two points, while if he says the whole phrase, both get there points each. There are two rats so if professor names both phrases he gets points for both phrases.



- What the newsy can get points for? There is a topic under each phrase. Two phrases on the card make two topics. Each guessed topic brings one point to the newsy. He has a list of topics from which he chooses these two.



**Example:** One of the rats has the phrase "Disperse poison". If the professor pronounces "Disperse" or "Poison", he and the rat get 1 point each. If he says both words in one minute, "Disperse" and "Poison", the professor and the rat get two points each. While if the professor says "disperse poison" while the sand is still running down, both get three points.

- So, the professor's turn can bring him 6 points at most, while the rats can each get 3 and the newsy — 2 points.

### Victory in the game:

The players change roles after each turn, calculating the score after 8 turns. The player, who has the most points, wins the game.

### Three players

If there are only three players, play 6 turns without the newsy. But surely, it isn't so funny to talk to yourself.

### Game for five and more

The game is meant for 4 players. Of course you can increase the number of professor's rats but it is better just to take turns and let the people who already played rest and watch from the audience.



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Don't joke with shrooms!

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