

# Battle in a Bucket Game

For 4 or more players

## Object of the game:

It's easy – the team that collects the most battle cards wins the game. (It's just winning them that's hard!)

## Before you begin:

Empty the bucket. Place the game spinner, the game timer and the blank pad where all players can reach them. Give each team a pencil. Remove the blister insert and place all 250 battle cards back into the bucket and shake it up. Divide all players into teams of at least 2 people each.

## Playing the game:

Decide which team starts the game and which member of the team will go first (the “giver”). The giver spins the spinner – it will land on either Draw, Speak or Mime. Now, set the timer to 60 seconds. One, two three....go! The giver pulls a card from the bucket and must get his/her team to guess the word – following the directions on the spinner.

### For instance:

If the arrow points to *Draw* – the giver grabs the pad and quickly draws out the hint that's on the card, showing it to his/her team. If the arrow points to *Speak* – the giver verbally describes the word to the team, as long as he/she does not use the word or any form of the word in the description. If the arrow points to *Mime* – the giver must act out the word, using only body motion, no words allowed.

If the team guesses the word before the time is up, the giver takes another card out of the bucket and continues to follow the directions on the spinner (it is not spun again).

When the timer stops, all guessing immediately must cease! The team wins as many cards as they've managed to guess in the 60 seconds allotted. They should keep these cards in a pile – with any luck they will earn more on their next turn!

It is now the next team's turn. One player from this team is the giver, spins the spinner and repeats the game, as above.

Play continues with teams taking turns. All players on the team should have the opportunity to be the “giver”.

### Note:

- If a team has not guessed any words and the timer goes off, they do not win any cards on that turn.
- While a team is guessing, other teams cannot guess, comment or disrupt in any way!
- When the timer goes off, any cards the givers have which have not been guessed are put back into the bucket.

## Winning the game:

Each team gets 5 turns. The winner after the 5 rounds is the team with the most cards.

## Variations of play:

- If you want to play a longer game, increase the number of rounds. The number of rounds to be played must be decided, however, before the game begins.
- For the ultimate challenge, set the timer for less than 60 seconds!

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