

01 / THE HOST PLAN

Good company. A little friendly chaos.

A free game-night starter kit: 12 acting cards, 12 drawing cards, a score sheet and space to invent your own.

4+ PLAYERS / 2 TEAMS ALLOW 20-30 MINUTES NO APP OR ACCOUNT NEEDED

01 Set the table.

Bring paper, pencils, scissors and a timer. Print single-sided in black and white on Letter, or choose **Fit** for A4. Cut pages 2-3 into cards. Shuffle the acting and drawing decks separately; keep them face down.

02 Act first. Draw next.

Split into two teams. Give each team three acting turns at **60 seconds**, then three drawing turns at **90 seconds**. Alternate teams and rotate the performer. Allow time for setup and changing players; quick guesses can make the session shorter.

03 One turn, one point.

Read a card privately, then start the timer. A correct guess ends the turn and earns **1 point**; running out of time earns 0. Pass for a fresh card at any time without a penalty; the clock keeps running. Put every used card aside.

Agree before you play

Act with gestures and no sounds. Draw pictures without words, letters, numbers or spoken clues. Agree whether close-enough answers count; for a scene, include its main action.

Make it work for your group

Choose a longer timer, a seated performance or a quiet reading helper as needed. Helpers sit out that guess. For a cooperative game, rotate players and aim for six solved cards together.

Keep the fun fair. Give both teams equal turns and the same time limits. Add your own cards on page 5 or agree to reshuffle if a deck runs out. Share a tie, or give both teams one extra turn.

Print extra copies for your own gatherings or classroom activities. Share the free download page so other hosts can get the complete kit.

02 / CHARADES CARDS

Act it out.

Cut along the dotted lines. Keep this deck separate and face down.

Gestures only; no words or sounds. Try a 60-second turn.

ACT01	ACT02
Carrying a very wobbly cake	A penguin trying to tiptoe
ACT03	ACT04
Opening an umbrella in the wind	Walking a dog that keeps stopping
ACT05	ACT06
Searching for a buzzing phone	Building the tallest sandwich
ACT07	ACT08
A robot learning to wave	Taking a photo of a sleepy cat
ACT09	ACT10
Untangling a garden hose	Rowing a boat in a tiny circle
ACT11	ACT12
A magician losing a rabbit	Trying on shoes that are too big

One point at most per turn. Pass freely; keep the clock running. Put used cards aside.

03 / DRAWING CARDS

Sketch the clue.

Cut along the dotted lines. Keep this deck separate and face down.

Pictures only; no words, letters, numbers or spoken clues. Try 90 seconds.

DRAW 01 A snail with a party hat	DRAW 02 A bicycle carrying flowers
DRAW 03 A rocket beside the moon	DRAW 04 A fish in a rain boot
DRAW 05 A treehouse with a rope ladder	DRAW 06 A cupcake with a tiny flag
DRAW 07 A tent under a rainbow	DRAW 08 A snowman holding an umbrella
DRAW 09 A cat asleep in a suitcase	DRAW 10 A castle made of sand
DRAW 11 A kite caught in a tree	DRAW 12 A robot watering a flower

One point at most per turn. Pass freely; keep the clock running. Put used cards aside.

04 / THE SCORE SHEET

A little friendly competition.

Alternate teams. One correct card ends a turn: write 1 for a correct guess or 0 if time runs out. Passes cost no points.

Team A _____

Team B _____

Turn	Activity	Team A	Team B
1	Act it out 60 seconds per team		
2	Act it out 60 seconds per team		
3	Act it out 60 seconds per team		
4	Sketch the clue 90 seconds per team		
5	Sketch the clue 90 seconds per team		
6	Sketch the clue 90 seconds per team		
TOTAL / 6 POINTS POSSIBLE			

Each row gives BOTH teams a turn. Switch performer each time. If you extend the game, give every team the same number of extra turns.

Save a little inspiration.

Our funniest clue or most surprising guess:

Next time, we want to try:

05 / MAKE IT YOURS

Your friends. Your ideas.

Write one familiar action, object or scene on each card. Mark ACT or DRAW.

Let a non-player prepare surprises, or shuffle everyone's ideas together.

ACT / DRAW	YOUR IDEA	ACT / DRAW	YOUR IDEA
ACT / DRAW	YOUR IDEA	ACT / DRAW	YOUR IDEA
ACT / DRAW	YOUR IDEA	ACT / DRAW	YOUR IDEA
ACT / DRAW	YOUR IDEA	ACT / DRAW	YOUR IDEA
ACT / DRAW	YOUR IDEA	ACT / DRAW	YOUR IDEA
ACT / DRAW	YOUR IDEA	ACT / DRAW	YOUR IDEA

Want the site to handle prompts, a timer and scores? Try [online charades](#) or the [drawing game](#).

The online games allow multiple points per timed round. Drawing still happens on your own paper.