

JUNIOR ALIAS

Junior Alias is a great picture explaining game for children! It is played in teams and the minimum requirement of players is 4 (2 teams with 2 players).

In Junior Alias you explain words and pictures to your team mates without actually saying the word that is being explained. You can also use synonyms and opposites, hint, utter sounds etc. Each team tries to guess as many words as possible before the sand in the sand timer runs out. The number of correctly guessed words equals to the number of steps you can move forward on the game board. The first team that reaches the finish square wins the game.

Contents of the game:

Game board, 300 cards, 6 playing pieces and a sand timer.

How to play

1. Shuffle all the cards and place the deck standing in one of the slots in the game box. Each team chooses one playing piece and places it on the green start square on the game board.
2. Decide which team begins.
3. The team that begins chooses one of its members to be the first one to explain. Other members of the team try to guess the words that are being explained. The player who is explaining takes 5 to 10 cards in his hand so that the other players can not see the words or pictures in the cards. After this he turns the sand timer upside down and starts explaining the first word (see *Explaining*). Once he hears the correct answer, he places the card in front of him on the table and starts explaining the next word. Only exact answers are accepted, so the players must keep on guessing until they hit it right. The explaining player may skip a difficult word which he feels he can not explain and place that card aside, but this will cause 1 minus step to the team (see *Minus steps*).
4. When the sand in the sand timer runs out, the other teams shout "Time!". Now also the other teams are allowed to take part in guessing the word that is already being explained. This is called stealing, because it gives the quickest team an opportunity to "steal" 1 point from the team that is in turn and move 1 step forward on the game board.
5. After the final word has been explained the team that was in turn counts their points. If they have for example 7 cards in front of them on the table, they move their playing piece 7 steps forward on the game board (see *Minus steps*). If an opposing team has succeeded in stealing one point, they also move their playing piece 1 step forward.
6. The turn goes to the next team who choose one of them to be the first one to explain. The player who was explaining in the first team places the used cards to the back of the deck and hands him the unused cards. He may take extra cards from the deck so that he has 5-10 cards in his hands.
7. The explaining player in the team changes on each round.
8. The team that first reaches the pink finish square is the winner. However, depending on which team begun the play, the other teams may have the opportunity to also try and reach the finish square on their turn.

Explaining

You are not allowed to mention any part of the word in your explanations. You are allowed to use opposites. The word “large” is easiest to explain by asking “what is the opposite of small?”.

For example, the word “football” can not be explained by saying “a ball that is kicked with a foot”. The allowed way to explain it would be, for example, “a round object that you try to kick into a goal”. You are allowed to use synonyms, so you can say “leg” but not “foot”.

You are allowed to explain as much as you can and combine many different ways of explaining.

Minus steps

If the explaining player makes a mistake and mentions a part of the word that he is explaining, he places the card aside and the team is punished with 1 minus step (possible correct answer from the team is not accepted). The same applies to cards skipped by the explaining player. Although skipping a difficult word causes you to take a minus step, it might save you valuable explaining time and earn your team many points!

For example: If the team provided a correct answer to 6 cards, but the explaining player also made 1 mistake and skipped 1 card, the team moves its playing piece 6 steps forward and then 2 steps back, which makes altogether 4 steps forward. The teams have to watch closely that the other teams count their points correctly!

QUICK RULES

1. The teams take turns in playing and the members of each team take turns in explaining.
2. The number of correctly guessed words = the number of steps forward on the game board.
3. The number of mistakes and skipped cards = the number of minus steps on the game board.
4. The first team in the finish square wins the game.

Good luck!