



FREE TWO-ROUND TEAM GAME

Wedding Describe-It & Charades

Twelve original prompts with performance and quiet clue-writer options.

WHAT'S INSIDE

- Two play modes
- 12 prompt cards
- Quiet alternative
- Score sheet

PASSING IS ALLOWED • NO PERSONAL KNOWLEDGE NEEDED

BOBOTEMP



How to Play Two Ways

Agree on 45-second turns before starting

SETUP

- Print at 100% / Actual Size. Cut the 12 cards and separate the two modes; keep targets hidden from guessers.
- Two teams: deal each team three Describe-It and three Charades cards. Each team plays one 45-second turn per mode, Describe-It first; after a correct answer take your next card.
- In either mode, pass one card per turn with no penalty; it goes to the bottom of your pile.
- Print one score sheet (page 4) per team, and set out paper and pens for the quiet option.

DESCRIBE-IT

- Describe the printed phrase without saying it, a word inside it, or a clear word fragment.
- No spelling, first-letter clues, rhyming clues or direct translation. One point for the exact printed phrase before time ends.

CHARADES

- Act silently: no speech, mouthing words, letters traced in the air, pointing to printed words or using an object as the answer.
- Unlimited guesses during the turn; one point per exact answer.

Quiet option (Describe-It): while the other team plays, write three legal clues for your team's next card; a teammate reads them exactly as written when your turn starts. During Charades, a teammate acts while you keep time or score.



Twelve Starter Cards

Six Describe-It and six charades prompts

D01 • DESCRIBE-IT • EASY

bouquet

D02 • DESCRIBE-IT • EASY

invitation

D03 • DESCRIBE-IT • EASY

cake

D04 • DESCRIBE-IT • EASY

ribbon

D05 • DESCRIBE-IT • EASY

toast

D06 • DESCRIBE-IT • EASY

dance floor

A01 • CHARADES • EASY

wrap a gift

A02 • CHARADES • EASY

arrange flowers

A03 • CHARADES • EASY

cut a cake

A04 • CHARADES • EASY

write a card

A05 • CHARADES • EASY

take a group photo

A06 • CHARADES • EASY

practice a dance



Team Score Sheet

One sheet per team; the printed target phrase settles close calls

TEAM

TOTAL POINTS

ROUND	CARD IDS SOLVED	PASSES	POINTS

Tie: one unused easy card per tied team, in the same mode and time. If both solve or both miss, or no unused card remains, recognize the tie.