

PHRASELL

inventing amusing little phrases

15-30 minutes

4-10 players

You are the judge for round 1.

Flip a card face-up and use it to inspire any subject you wish. *E.g. 'OJ' might be The Simpsons, murder, oranges, fruit, sweets, jockeys, horses or jokes.*

Flip over two more cards, revealing 4 letters.

[diagram – example of cards and speech bubbles]

Now, all the other players race to invent 4-word phrases that use those 4 letters as initials. *They should try to relate to the subject the judge picked.*

At any time, you can end the round. Give the 3 cards to your favourite phrase. Use any judging criteria.

Whomever wins the 3 cards becomes the judge for the next round.

You may, alternatively, give 2 cards to your favourite phrase and 1 card to your 2nd favourite. The person who won 2 cards is the next judge.

When the deck is finished, the game ends.

The number of cards you collected is your score. Highest score wins.