

TIME'S UP! EXPRESS

A game by Peter Sarrett



asmodee



Time's Up! Express is a party game played in teams. Over 3 different rounds, make your teammates guess words by talking or miming. Get the most points to win the game - and all the glory! Laughter guaranteed!

Content

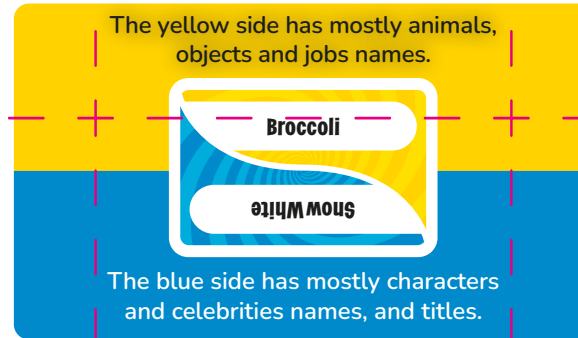
1 sand timer • 100 cards • 1 rule booklet



Setup

Choose together if you play with the yellow or blue side of the cards, and keep this choice throughout the game.

We advise to play your first game with the yellow side.



Make 2 or 3 teams (of 2 or 3 players) as balanced as possible.



Take 20 cards, without choosing them, then make a face down deck in the center of the table. The teams take turns to guess these 20 cards throughout the game.

Randomly choose which team will start the first round.

Round Overview

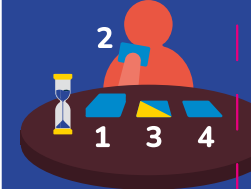
The game is played over **3 rounds**. Each round follows a series of turns, each lasting the sand timer.

Each turn, **one player makes the team guess as many words as possible**. Alternate which player is giving clues!

At the beginning of each round, the **20 cards are given to the starting team**. Only cards not guessed are played on the next turns.

The teams play their turns one after the other, **until all 20 cards have been guessed**, ending the round.

On your turn:



1. Place the draw pile face down near you.

2. Flip over the sand timer, **draw** the first card, and **give clues** following the current round's rules (see at the back). Nobody else can see the word on the card but you!

Play as many cards from the deck as possible until the end of the sand timer.

3. If a card is guessed: place it face up in front of you. It's worth 1 point.

4. If a card is skipped or incorrectly guessed (wrong answer or broken rule): place it **face down** in front of you. You cannot give clues for these cards again this turn.

When the sand timer runs out, the other team(s) shout "Time's Up!". Form a new deck by shuffling the unguessed cards with the skipped or incorrectly guessed ones. Give it to the next team who flips over the sand timer to begin their turn.

Warning: each team keeps the cards they won in front of them. The guessed cards are not placed back in the draw pile until the next round. Therefore, the pile of cards to guess gets smaller from turn to turn.

Once all the cards have been guessed, the round ends. Each team counts the cards they won and notes their score (1 point per card) on a piece of paper.

Take back **the same 20 cards** and shuffle them. The next team to play begins the following round.



Each of the 3 rounds has a different rule:

Round 1: Describe

Say whatever you want to make your team guess the card.

- ✓ Your team can make as many guesses as they want.
- You can skip the card.

- ✗ You cannot:
- Say the word written on the card.
 - Spell the word.
 - Translate the word in another language.
 - Say a homophone or word in the same family.
 - Mime, hum, or make sound effects.

Round 2: One word

Say only one word to make your team guess the card.

- ✓ Your team can only make a single guess per card (without discussing). Only the first guess counts!
- You can skip the card.

- ✗ You cannot:
- Say the word written on the card.
 - Spell the word.
 - Translate the word in another language.
 - Say a homophone or word in the same family.
 - Mime, hum, or make sound effects.

Round 3: Mime

Use gestures to make your team guess the card.

- ✓ Your team can only make a single guess per card (without discussing). Only the first guess counts!
- You can point at objects, hum and make sound effects.
- You can skip the card.

- ✗ You cannot:
- Speak
 - Use objects
 - Point to the object you're trying to make your team guess.

Who won?

The game ends at the end of the third round. Add up each team's scores for the 3 rounds. The team with the highest score wins the game. In case of a tie, tied teams share the victory - and the glory!

Credits

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