

SET UP

1 VIDEO CALL YOUR FRIENDS & FAMILY

Start a video call on your preferred platform. Make sure everyone has a strong connection.



2 SPLIT INTO TWO EVEN TEAMS

Anyone with a copy of the game is considered a host.



Note: If possible, try to have a host on each team.

3 SORT YOUR CARDS & FIND A NOISEMAKER

- The host will choose which side of the cards to play this game.
- Everyone should find something that makes noise!



PLAY

One team sets the timer and listens for TABOO words, while the other team tries to score points. ON EACH TURN

1 GUESSERS CLOSE THEIR EYES!



Guessers must keep their eyes closed for the duration of the round so they can't see the describer's cards. If you're playing with players who might not be so trustworthy not to cheat, we encourage using a blindfold!

2 OPPOSING TEAM SETS A TIMER & READIES THEIR NOISEMAKERS.

Have someone on the opposing team set a one minute timer on something that will make noise. We recommend using the timer on your phone. If possible, this player should hold the timer up to the camera to display how much time is left in the round.

3 HOST HOLDS CARDS.



The host will hold the deck of cards in their hand and prepare to show one card at a time to the camera. If the host is part of the team playing, they can also be a guesser, but they'll need to close their eyes.

4 ONCE THE TIMER STARTS:

- The host steadily holds a card up to the camera, visible to the describer and the opposing team.
- The describer tries to describe the word on the top of the card without using any of the Taboo words.
- If the guessers successfully guess the word, the host puts that card in a pile representing points won.
- If the describer uses any of the Taboo words, the opposing team should use their noisemakers! They score the point for that card, and the host should set it aside in its own pile.
- Once a card has been placed into a pile, the host continues to draw new cards and show them to the camera until time runs out.

5 ONCE THE TIMER RUNS OUT:

When the timer rings, the turn is over and guessing stops. The host counts up the piles and awards points.

TIPS & ADDITIONAL INFORMATION

- If there is another host on the opposing team, hold up cards for the opposing team.
- If the describer would like to skip a card, the point is awarded to the opposing team.
- All close calls will go to the guessers, not the timer.