

The Clock Strikes!

A charades Game for the Scrooge in you.

Goal

This game brings the family together to reflect and laugh over shared memories and hopes. Have fun with it! Add costumes and props - using anything you have handy.

Set Up

1. Divide into two teams as evenly as possible – have some fun naming them!
2. On 3 slips of paper, each player writes one name of 3 different people in their family or squad that are known well by everyone playing the game. It CAN be other players.
3. Fold all of the papers in half and put in one pile.
4. On the three extra slips, write PAST, PRESENT, and FUTURE - fold these and put them in their own pile, they will be reused throughout the game.

Scrooge is visited by three ghosts, who help him see who and what is really important in his life. What if you woke to find these ghosts in your house? What would they show you?

What you need

- 4+ players (ages 10+) – perfect for family members or friends who have some great shared memories.
- Enough slips of scrap paper for the number of players times 3, plus 3 extra.
- A playing space with room to move.
- One-minute timer.

Fond visions of your family's past, present, and future are acted out while "Scrooge" tries to make sense of the mirage before time runs out!

Game Play

1. The team with the youngest member goes first.
2. For each round – select one Scrooge (guesser) and one Ghost (actor) from the same team.
3. Ghost draws one slip from the name pile and one from the timeframe pile. They cannot show these to anyone. The round and clock start when Scrooge says “Bah, humbug!”
4. Ghost has one minute to make up and mime a vision that involves the person in the timeframe. It should be something that everyone playing is familiar with. For example:
 - a. If they draw “Grandma” and “Past” they would act out a memory of Grandma’s past. This should be something that actually happened!
 - b. If they draw “Trevor” and “Present” they would act out something that’s going on in Trevor’s life now, such as Trevor learning to play the drums.
 - c. If they draw “Dad” and “Future” they get to make a vision for Dad’s future, such as the beach retirement he’s always talking about.
5. Ghost is not allowed to talk when miming, but sounds are ok.
6. Scrooge has only three guesses as to who and when. The round stops on the third incorrect guess, or if one minute passes. Someone on the other team keeps time.
7. Repeat, trading off teams, until everyone has gotten to be both Scrooge and Ghost.

How to Win

A point is awarded if Scrooge guesses the person and time period correctly.

Whichever team has the most points after everyone has had a turn at Scrooge and Ghost wins!

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