It’s all about what you can’t say in Taboo

Beware forbidden words

WHEN PLANNING THE GAME, THE BEST TACTIC IS TO THINK OF THE WORST POSSIBLE THING USING THE WORD AT ISSUE. THE OBJECT IS TO FORCE THE CLUE-GIVER TO SAY SOMETHING PROHIBITED OR EFFECTIVELY BLOW THE CHANCE TO SUCCEED.

BY STEPHAN ROSAI

The game can be underway within five minutes of being started. The players deal out the deck and take seats around the table. There are no restrictions on who can play or the number of players. The game is a little bit more difficult when there is a large number of people involved.

For unusual words like 'touch', you might play a 'c' word, you get

to guess the word. The word, along with the number of points that will be a part of the final score, is written on a piece of paper and given to the opposing team. The word take all the cards used in a round if you're lucky enough to get an "Exclusive" card, which doubles the amount of points that will make for their team to guess the secret.

Although the clue-giver can say just about whatever they want, the opposing team has a limited amount of time to explain or describe as many words as they can for their guessers to make.

The more players, the better. With a lot of games on players each other, there’s a greater chance of getting the word and b) getting answers faster. The possibilities are endless, with exciting ways to expand your vocabulary while at the same time getting to know people in a group setting.

Alternatively, each player could work with their fellow teammates to see how many words they can guess before the timer goes off. As with Scattergories, there is sometimes a royal pain, maddening or confusing element to the game. Each player must begin with the letter of the alphabet that they choose, and once that letter is used, it is off-limits.

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