



## AIM OF THE GAME

To work as a team to guess the Mystery Mug (face). Ask questions based on the mugs' personality NOT their physical appearance.

#### YOU WILL NEED

- A laptop/phone/tablet that can access video calling software e.g. Zoom/FaceTime
- · Access to the Mug sheet and Category sheet (see below).
- Access to our online spin wheel here.

## HOW TO PLAY

- 1. Choose **one** player to become the **Descriptor** and everyone else becomes Questioners.
- 2. The Descriptor chooses **one mug** from the sheet to become the **Mystery Mug**. Questioners will be trying to guess the Mystery Mug so make sure they don't know which mug has been chosen by the Descriptor.
- 3. There are **four rounds** in the game. During a round, Questioners can ask up to three 'yes' or 'no' questions to the Descriptor to gather information about the Mystery Mug. The questions must ask about the mug's personality (not their physical appearance) e.g. you cannot ask: Are they wearing glasses? Is their hair black?

The questions asked are influenced by the category chosen for each round (from the Category sheet) e.g. Round 1 is Travel so the questions could be: Do they enjoy travelling? Do they go on holiday more than three times a year? Would this person prefer an all-inclusive holiday to a backpacking holiday?

- 4. The Descriptor starts the game by telling the Questioners what their Mystery Mug's favourite food is.
- **5.** The Questioners **choose a category** from the Category sheet and ask three questions to the Descriptor to gather more information to help them find out who the Mystery Mug is.
- 6. Repeat step 5 for another three rounds choosing a different category each round and asking up to three questions each time. As the Questioners get more information they should discuss and cross out (eliminate) who they **DON'T** think the Mystery Mug is.

There are no right or wrong answers in this game. Use your imagination to judge the mugs and decide on what kind of lives they lead.



#### SPIN WHEEL

Click here to use our spin wheel. At any point during the four rounds, Questioners can spin the wheel to gather more information about the Mystery Mug.

Players can **ONLY** spin the wheel **three** times during the game. The wheel will land on one of three options:



**Rewind** - The Questioners can show the Descriptor who they have crossed off on the Mug sheet and ask whether the mug is still in the game. If the mug has been crossed out and no longer in the game, the Descriptor chooses five mugs to come back into the game including the Mystery Mug.

**Voice** - The Descriptor says out loud the phrase 'Judge That Mug' in the accent of their Mystery Mug (how they think their voice would sound).

**Action** - The Descriptor acts out a movement or mannerism in the style of their Mystery Mug. For example, if the category for the round is Hobbies, the Descriptor could act out playing golf to show that the Mystery Mug would play golf.

### HOW TO WIN

Questioners **MUST** guess who they think the Mystery Mug is at the end of the four rounds.

If the Questioners guess the Mystery Mug correctly, everyone wins.

If the Questioners guess incorrectly, they get a bonus Rewind. The Descriptor then adds five mugs back into the game for a final guess (including the Mystery Mug if it has already been eliminated). If they guess incorrectly again, everyone loses the game.

## WANT TO PRINT OUT AND PLAY THIS **GAME IN PERSON?**

- 1. Print and cut out the face cards.
- 2. The Questioners lay all the mugs face up and start removing the mugs they don't think is the Mystery Mug during the four rounds.
- 3. Play the game as above.



Enjoyed playing the game? Let us know on social media by adding #judgethatmug #snagglegapgames or tag us @snagglegapgames







# Mug sheet



Housing	Films	Education
Work	Hobbies	Friends
Childhood	Sports	Travel
Animals	Politics	Food
TV	Money	Family
Technology	Future	Drink
Free time	Beliefs	Transport