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Articulate is an exhilarating word-guessing game that requires players to describe words within a time limit. The game involves teams and demands effective communication skills and quick thinking. In this article, we will provide a comprehensive guide on how to play Articulate game, including the rules and strategies to excel at the game. What is Articulate Game? Articulate is a popular board game with a fascinating history that traces back to its origin in the United Kingdom. Introduced in the early 1990s, this word-guessing game quickly captured the hearts of board game enthusiasts worldwide. Its unique gameplay and engaging mechanics made it an instant favorite. The game has evolved and adapted over time to cater to different language versions and variations, allowing people of all ages to enjoy the game in their preferred language. Its enduring charm and entertainment value. How to Play Articulate Game? The Articulate game is a thrilling and engaging word-guessing game that is played in teams of two or more players. The objective of the game is for each team to guess as many words as possible within a given time limit, based on the descriptions provided by a member of the opposing team. The team with the most points at the end of the game emerges victorious. To ensure a fair and enjoyable gameplay experience, the game is played in rounds, with specific rules to follow. Articulate Game SetupBefore starting the game as follows: Divide players into two or more teams with an equal number of participants. Place the game board and the card decks within reach of all players. Assign a scorekeeper who will keep track of each teams points throughout the game. Decide on the time limit for each round. It is recommended to set a timer for 30 seconds or 1 minute. Setting up Articulate is straightforward, similar to how you would set up other games like Snaps. Articulate GameplayOnce the game is set up, follow these rules to play Articulate: Choose a team to start the game. The starting team selects a player to describing player draws a card and begins describing player to describing players teammates must try to guess the word based on the provided descriptions within the time limit. If the teammates guess the word correctly within the time limit, the team earns a point. If they are unable to guess the word. Continue gameplay, alternating between teams for each round, until all cards have been used or a predetermined number of rounds have been completed. Articulate Game Rules Time Limit: If a team does not guess the word before the timer runs out, they must stop and cannot score for that word. Word Restrictions: Players must not use any part of the word, its derivatives, or its translations. Categories: Ensure all players know the categories on the board to avoid confusion during the game. Understanding the basic Articulate game rules can be as easy as learning the rules for Backgammon. Articulate ScoringKeep track of each teams points based on the number of correct guesses. The team with the most points at the end of the game wins. Correct GuessPoints EarnedGuessed by teammates1 pointGuessed by opposing team (steal)1 pointRemember, fair play and good sportsmanship are essential to creating a fun and enjoyable gaming environment. Encourage teamwork, quick thinking, and effective communication among players to enhance the gameplay experience. Now that you are familiar with the rules of the Articulate game, its time to gather your friends and family and embark on an exciting word-guessing journey! Articulate Game Strategies. Here are some articulate game tips to improve your gameplay and increase your chances of winning: Stay calm and focused: Articulate can be a fast-paced game, but its important to stay composed and focused. Take a deep breath and listen attentively to the clues given by your teammates, be as specific and detailed as possible. Use adjectives, synonyms, and examples to paint a vivid picture and help them guess the correct word. Time management: The game has a time limit, so its crucial to manage your time effectively. Try to communicate quickly and concisely to maximize the number of words your teammates can guess within the given by the opposing team. Clues given by the other team can provide useful hints about the correct word, so listen carefully and analyze their words carefully. Strategize as a team: Work collaboratively with your teammates to develop a strategy. Divide the responsibility of describing different categories or establish a system to ensure smooth communication and avoid repetition. Expand your vocabulary: Enhance your word knowledge by reading books, watching movies, and engaging in word guessing and increasing your chances of winning. Remember, practice makes perfect, so play regularly and refine your skills! Variations of ArticulateArticulate, the popular word-guessing game, has undergone various adaptations to create a range of exciting game variations. These variations offer unique gameplay experiences and challenges, catering to the diverse preferences of players. Lets explore some of the most popular variations of Articulate for Kids is a version specially designed to engage younger players. The game features age-appropriate content and categories, making it accessible and entertaining for children. With colorful illustrations and simpler word challenges, Articulate for Kids ensures a fun-filled and educational gaming experience. 2. Articulate Your Life takes the classic word-guessing gameplay of Articulate words related to various aspects of daily life, such as hobbies, professions, or travel destinations. This variation adds a new level of excitement and relevance to the game. Articulate Phrases or expressions. This variation challenges players to think creatively and convey complex concepts within the time limit. Articulate Phrases adds an additional layer of difficulty to the game, encouraging players to expand their linguistic abilities. Each variation of Articulate introduces new categories, themes, and word challenges, keeping the game fresh and exhilarating. Whether youre playing with kids, exploring everyday scenarios, or delving into phrases, these variations offer endless entertainment for players of all ages. Conclusion Articulate is an exhilarating word-guessing game that guarantees hours of entertainment and fun. By adhering to the game rules, employing effective strategies, and honing your communication skills, you can elevate your gameplay and increase your chances of emerging victorious. Whether youre a casual player looking for a lively social activity or a competitive gamer seeking a thrilling challenge, Articulate offers a dynamic and engaging experience suitable for all skill levels. So gather your friends and family, grab a copy of Articulate, and get ready to immerse yourself in an amazing time filled with laughter and excitement. FAQHow to play articulate with 2 players? Playing Articulate with only two players may seem challenging, but it can actually be a fun and exciting experience. First, set up the game by placing the board in between the two players and choose which team will go first. Then, take turns describing or acting out the words on your chosen card while your partner guesses. Keep track of your points on the board and switch roles after each turn. Remember to use descriptive language and actions to help your partner guess correctly. Trust in each others abilities and have a blast playing Articulate as a dynamic duo! How to play articulate for adults? To play articulate, gather a group of friends or family and divide into teams. Each team will take turns describing words without saying the actual word, using only verbal clues to help their teammates guess. For adults, use more complex and adult-oriented words to make the game more challenging and entertaining. Set a time limit for each round and keep track of points for correct guesses. The team with the most points at the end wins! What age is articulate for kids? Articulate for kids? Articulate for kids? Articulate with three players? Absolutely! Articulate is a versatile and fun game that can be played with anywhere from 3 to 20 players. In fact, playing with three players can add an extra level of challenge and guess words. How to play Articulate without the board? While the official Articulate game comes with a board, it is possible to play without it for a more flexible and portable option. To play without the board, you will need the category cards, timer, and scoring sheet. Divide into two teams and have one player from each team without saying the actual word. If their team guesses correctly before time runs out, they get a point. Keep switching players until all cards have been used or set a time limit. The team with the most points wins! Are you looking for a specific Articulate! rule? | Setup | Playing the Game | FAQ | Components | Note: These rules and the review in general is based off of the 2019 version of the game. Older versions of the game may have slightly different rules. The objective of Articulate! is to reach the finish space and win a Control round. Place the gameboard in the middle of the table. Attach the spinner to the middle of the gameboard. The players will divide into teams. Each team will take a playing piece and will place it on the start space. Vote to determine which team will start the game. To begin each teams turn they will choose which players will play as both roles. The number of Describers and Guessers on the team will depend on the number of corresponding to their current position on the board to the Guesser(s) on their team. The current team is on an object space. For this card the Describer will have to describe a battery. They could give a clue such as a portable source of energy that powers electronics. When describing the word/phrase the Describer(s) have to follow certain rules. If they break one of these rules, their turn will end
immediately and they wont earn any spaces for the round. The rules Describer(s) must follow are as follows: D quickly draw a new card and begin describing it. The round ends when the timer runs out. The Describer(s) will count up how many cards that the Guesser(s) guessed correctly. They will then move their playing piece forward the corresponding number of spaces symbol) they will play a Control round. The Describer(s) for the current team will take the next card from the stack and will look for the category that has the Spades symbol next to it. The green team is on a Control space. Based on the category that has the Spades symbol next to it. The green team will take the next card from the stack and will look for the category that has the Spades symbol next to it. The green team is on a Control space. Based on the category that has the Spades symbol next to it. the rest of the players including the other teams. The first team to shout out the correct answer will win the round, the roles of Describer(s) and Guesser(s) will change. For their next turn they will use the categories marked with the spades symbol instead of a normal category. When a team lands on one of the Spin spaces, orange and red spaces that extend into the center of the board, due to guessing words/phrases correctly; they will get to spin the spinner and take the corresponding action. Depending on what they spin they may get to take a special action. Wide Green Section You can move your piece forward three spaces or another teams piece back three spaces. Red or Orange Section No special action is taken. If the spinner lands on two different sections, you will spin again to determine what action is taken. When moving other teams pieces you can never move them back past the start space. When a team reaches or passes the finish space they will have a chance to win the game. The Describer(s) will take the next card and everyone will play a Control round. If the team that reached the finish space wins the round, they will win the game. If the team that reached the finish space didnt win the game will continue like normal. On their next turn the team will play another Control round in order to try and win the game. If you have any questions about how to play the game, leave a comment below on this post. I will try to answer any questions asked as best and as quickly as possible. 500 Cards Gameboard Sand Timer 4 playing pieces Spinner Instructions Year: 1992 | Publisher: Drumond Park Ltd., Tomy, Ventura Games | Designer: Andrew Bryceson Genres: Party, Word Ages: 12+ | Number of Players: 4-20+ | Length of Game: 45-60 minutes Difficulty: Light | Strategy: Light | Luck: Moderate For more board and card game rules posts. Written By: Eric Mortensen Eric Mortensen is an owner and head writer on Geeky Hobbies since 2014. He is an avid board game player and collector with over 3,000 board and card games in his collection. Since 2014 he has written more than 1,100 board game how to play guides. OBJECT OF THE GAME To be the first team to move from the START to the FINISH segment on the board. Progress is made by correctly guessing the phrases your team mates are describing. PREPARING TO PLAY Lay out the board and the card box. Players divide into teams of two or more. The more players per team the better. If for example there are eight players, two teams of two. Each team selects one playing piece and puts it on the START segment. The team with the youngest player starts. HOW TO PLAYDESCRIBERS & GUESSERS Each turn team members are nominated as DESCRIBERS. No matter how big the team, there are never more than two DESCRIBERS. Teams of 2 players have: 1 DESCRIBER and 3 DESCRIBERS. to describe the phrase whose colour matches the segment on which the teams playing piece is sitting. When a team member shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process, using the same member shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process, using the same member shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process, using the same member shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process, using the same member shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process, using the same member shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process. of cards that were correctly guessed and move their playing piece forward that many segments. Play passes on to the next team. DESCRIBERS must be careful not to break any of the DESCRIBERS must be careful not t does not pass to the next team. Instead the DESCRIBERS who have just been describing take another card and describe the phrase marked to EVERBODY playing. There is NO TIME LIMIT. Play passes to the team that shouts out the right answer first. If the same team wins a second turn, the DESCRIBERS must change. During this turn the CONTROL phrases on the cards are used. After the CONTROL turn is over play passes to the next team as if that had been a normal turn. WINNING When a team reaches or passes the FINISH segment, the DESCRIBERS must take another card and describe the CONTROL turn is over play passes to the next team as if that had been a normal turn. WINNING When a team reaches or passes the FINISH segment, the DESCRIBERS must take another card and describe the CONTROL turn is over play passes to the next team as if that had been a normal turn. PhraseThere are many instances of a Phrase being very similar to, but not exactly what it says on the card, bright as a button instead of as bright as a button or you cant make a silk purse from a sows ear rather than a silk purse from a sows ear. In these instances, be sensible and if the guesser has got the saying even if it is not exactly as it is on the card, please accept it as correct. Key Words During the description of a phrase there will be certain key words that are central to explaining the hand is worth two in the bush, key words would be, bird, hand, two, worth and bush. During the description key words cannot be used but it is OK to use simple words like, a, the, and or in despite their inclusion in the phrase. A certain amount of common sense is required here please. When describing you MUST NOT: Say what letter any of the words or any derivative. e.g. if post is a key word you may not say postage or postman; for swim you may not say swimmer and so on. Use rhymes with or sound like type clues. Be reasonable about using key words. If you are tough on another team, they will certainly be tough on you. When describing YOU MAY: Gesticulate, act, mime (NOT mouth any word). Choose to PASS and not play a card BUT ONLY ONCE each turn. Perhaps less experienced players may be granted an unlimited PASS to, level the playing field (to coin a Phrase). CONTENTS:396 cardsBoard4 Playing PiecesSand timerRules, the free encyclopedia that anyone can edit.117,937 active editors 7,001,149 articles in EnglishThe English-language Wikipedia thanks its contributors for creating more than seven million articles! Learn how you can take part in the encyclopedia's continued improvement.GL Mk.II transmitter vanRadar, Gun Laying, MarkI, or GL Mk.II transmitter vanRadar, GL Mk.II transmitter vanRadar (pictured), both improving the ability to determine a target's bearing and elevation. GL refers to the radar's ability to direct the guns onto a target, known as gun laying. The first GL sets were developed in 1936 using separate transmitters and receivers mounted on gun carriages. Several were captured in 1940, leading the Germans to believe falsely that British radar was much less advanced than theirs. The GL/EF attachment provided bearing and elevation measurements accurate to about a degree: this caused the number of rounds needed to destroy an aircraft to fall to 4,100, a tenfold improvement over early-war results. The Mk.II, which was able to directly guide the guns, lowered the rounds-per-kill to 2,750. About 410 Mk.Is and 1,679 Mk.IIs were produced.
(Fullarticle...)Recently featured articles About Lieke Klaver ahead in the women's 400 metres final... that a 400-metre race in 2025 (pictured) was won by Lieke Klaver, who pretended that an absent competitor was running in front of her?... that the land snail Drymaeus poecilus is notable for the striking variety of colors and patterns on its shell?... that a forensic investigation of Signalgate has determined how a journalist was included in a group chat about Operation Rough Rider?... that two of the players involved in the 2005 Vietnamese football match-fixing scandal did not accept payment because they felt ashamed?... that Nathan Frink fled the United States with enslaved children to settle in Canada, where he was elected as a Member of the Legislative Assembly and caught in a smuggling conspiracy?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's ice hockey team has an expected rival, despite not even having played their first game?... that Seattle's women's expected rival, despite not even having played the first game. characters' scars in an episode of The Last of Us were made with a paste-based appliance and a food mixer? Archive Start a new article Nominate an article Nominate and a food mixer? Archive Start a new article Nominate an article Nominate and a food mixer? Archive Start a new article Nominate an article Nominate and a food mixer? Archive Start a new article Nominate an article Nominate an article Nominate and a food mixer? Archive Start a new article Nominate an article Nominate an article Nominate and a food mixer? Archive Start a new article Nominate an article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer? Archive Start a new article Nominate and a food mixer and a food title.In motor racing, lex Palou wins the Indianapolis 500.Ongoing: Gaza warM23 campaignRussian invasion of UkrainetimelineSudanese civil wartimelineRecent deaths: Phil RobertsonMary K. GaillardPeter DavidAlan YentobGerry ConnollySebastio SalgadoNominate an articleMay 30: Statehood Day in Croatia (1990)Johann Sebastian Bach1431 sixteenth U.S. president Abraham Lincoln by Daniel Chester French, opened.1963 Buddhist crisis: A protest against pro-Catholic discrimination was held outside the National Assembly of South Vietnam in Saigon, the first open demonstration against President Ng nh Dim.2008 The Convention on Cluster Munitions, prohibiting the use, transfer, and stockpiling of cluster bombs, was adopted. Ma Xifan (d.947) Colin Blythe (b.1879) Wynonna Judd (b.1964) More anniversaries: May 29 May 30 May 31 Archive By emailList of days of the year About Seventeen performing "Oh My!" in 2018 South Korean boy band Seventeen made their debut on May 26, 2015, when they performed a support of the year About Seventeen performing "Oh My!" in 2018 South Korean boy band Seventeen made their debut on May 26, 2015, when they performed a support of the year About Seventeen performing "Oh My!" in 2018 South Korean boy band Seventeen made their debut on May 26, 2015, when they performed a support of the year About Seventeen performing "Oh My!" in 2018 South Korean boy band Seventeen made their debut on May 26, 2015, when they performed a support of the year About Seventeen performed a support of the year Abou showcase for their debut EP 17 Carat in front of a crowd of 1,000 people. Since then, the group have held 9 concert tours, 13 fan meetings, and have performed at a number of music festivals and awards shows. Their concert tours, 13 fan meetings, and have performed at a number of music festivals and the Follow Tour, which was noted by Billboard as being the top grossing K-pop tour of 2023. In 2024, Seventeen made their first south Korean act to perform at Glastonbury Festival's Pyramid Stage and as headliners for Lollapalooza Berlin. Seventeen so the first South Korean act to perform at Glastonbury Festival's Pyramid Stage and as headliners for Lollapalooza Berlin. Seventeen so the first South Korean act to perform at Glastonbury Festival's Pyramid Stage and as headliners for Lollapalooza Berlin. them the award for Top K-pop Touring Artist at the 2024 Billboard Music Awards. (Fulllist...)Recently featured: Accolades received by Top Gun: MaverickNational preserve 5th Primetime Emmy AwardsArchiveMore featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), also known as Nias or by his Ojibwe name Maiagizis ('right/correct sun'), was a featured listsIgnace Tonen (1840 or 1841 15 March 1916), al a Teme-Augama Anishnabai chief, fur trader, and gold prospector in Upper Canada. He was a prominent employee of the Hudson's Bay Company. Tonen was the elected deputy chief before being the lead chief and later the life chief of his community. In his role as deputy, he negotiated with the Canadian federal government and the Ontario provincial government, advocating for his community to receive annual financial support from both. His attempts to secure land reserves for his community were thwarted by the Ontario premier Oliver Mowat. Tonen's prospecting triggered a 1906 gold rush and the creation of Kerr Addison Mines Ltd., although one of his claims was stolen from him by white Canadian prospectors. This photograph shows Tonen in 1909. Photograph credit: William John Winter; restored by Adam CuerdenRecently featured pictures pump Forum for discussions about Wikipedia itself, including policies and technical issues. Site news Sources of news about wikipedia and the broader Wikipedia and the broader Wikipedia and the broader Wikipedia itself, including policies and technical issues. Site news Sources of news about wikipedia and the broader Wikipedia and the broader Wikipedia itself, including policies and technical issues. Site news Sources of news about wikipedia and the broader Wikipedia itself, including policies and technical issues. Site news Sources of news about wikipedia itself, including policies and technical issues. Site news Sources of news about wikipedia itself, including policies and technical issues. Site news Sources of news about wikipedia itself, including policies and technical issues.
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Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles DeutschEspaolFranaisItalianoNederlandsPolskiPortugusSvenskaTing Vit 250,000+ articles Bahasa IndonesiaBahasa MelayuBn-lm-gCataletinaDanskEestiEsperantoEuskaraMagyarNorsk bokmlRomnSimple EnglishSloveninaSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzrbaycancaBosanskiFryskGaeilgeGalegoHrvatskiKurdLatvieuLietuviNorsk nynorskShqipSlovenina Retrieved from " 2EP by Seventeen17 CaratEP by Seventeen17 CaratEP by Seventeen18 EntertainmentLOEN EntertainmentSeventeen chronology17 Carat(2015)Boys Be(2015)Singles from 17 Carat "Adore U"Released: May 29, 201517 Carat is the debut extended play (EP) by South Korean boy group Seventeen. It was released on May 29, 2015, by Pledis Entertainment and distributed by LOEN Entertainment. "Adore U" serves as the lead single for the EP.17 Carat features five tracks written, co-written, and co-produced by Seventeen's group members. "Adore U" was chosen as the lead single for the EP and was performed on multiple music shows by the group stated that the tracklist was chosen to reflect Seventeen's core concept of "boys' passion".[1] The album has two physical versions: one with a "black" themed photo card set, and the other with a "white" themed photo card set. All copies include a CD containing the songs and a fold-up poster/lyric sheet. "Adore U" is the lead single of the extended play. It was written by Woozi, S.Coups, and Yeon Dong-geon.[2] The Korea Herald states "'Adore U' is a funky pop song about a teenage boy trying to navigate through puppy love."[3] It marks the beginning of the group's trilogy composed and arranged by Woozi, Bumzu, and Yeon Dong-geon. The music video for the single was released on May 29, 2015, and was directed by Dee Shin. The dance choreographed by Hoshi and focuses on "storytelling, and on highlighting each member's strengths onstage".[4] The single has sold more than 38,000 digital copies and peaked at number 13 on the Billboard US World Chart. The EP has sold over 82,972 copies in South Korea. [5] It peaked at number 4 on the Korean Gaon Album Chart. [7] Year-end lists Critic/publication ListRank Ref. Billboard The 10 Best K-pop Album of 2015 Placed [8] Hoshi participated in the choreography of "Adore U" and Hop unit)S. CoupsVernonWonwooMingyuCream DoughnutRishiCream DoughnutRishiCream DoughnutRishiCream DoughnutRishiCream DoughnutCream DoughnutCre "Adore U". Color Coded Lyrics. 29 May 2015. Retrieved 29 November 2016.^ "Seventeen hopes to shine like diamonds with '17 Carat". The Korea Herald. 26 May 2015. Retrieved 30 November 2016.^ Cumulative sales of 17 Carat: "2015 Album Chart". "2016 12 Album Chart". "2016 12 Album Chart". "2017 11 Album Chart". "2015 Albums". 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Retrieved from 3The following pages link to 17 Carat External tools(link counttransclusion countsorted list) See help page for transcluding these entries howing 50 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Main Page (links | edit) Pledis Entertainment discography (links | edit) Seventeen (links | edit) Seven edit)Joshua (singer) (links | edit)Seventeen TV (links | edit)You Make My Day (links | edit)You Made My Dawn (links | edit)Jun (Chinese entertainer) (links | edit)Bumzu (links | edit)You Make My Day (links | edit)You Made My Dawn (links | edit)Jun (Chinese entertainer) (links | edit)Bumzu (links | edit)You Make My Day (links | edit)Yo | edit)List of Stray Kids live performances (links | edit)The8 (links | edit)Seungkwan (links | edit)S song) (links | edit)Woozi (links | edit)Hoshi (South Korean singer) (links | edit)Don't Wanna Cry (Seventeen song) (links | edit)BSS (band) (links | edit)We Make You (links | edit)Hot (Seventeen song) (links | edit)Dream (Seventeen EP) (links | edit)BSS (band) (links | edit)FML (EP) (links | edit)Super (Seventeen song) (links | edit)Always Yours (album) (links | edit)Always Yours (album) (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from "WhatLinksHere/17_Carat" Share copy and redistribute the material in any medium or format for any purpose, even commercially. 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Articulate! is a fast-paced and hilarious party game where players race against the clock to describe as many words as possible for their teammates to guess. Using quick thinking and clear communication, players give verbal clues without saying the actual word, testing their vocabulary and teamwork. With categories ranging from objects to actions and famous people, Articulate! is perfect for lively group play. In this guide, well explain the rules and provide tips to help you master the art of description and lead your team to victory! This post contains affiliate links. For more information, see our disclosureshere. In Articulate!, the goal is for teams to correctly guess as many words as possible based on descriptions given by their teammates. The first team to reach the finish space on the board wins. Players: 4 or more players, divided into teams. Components: Game board with a track leading to the finish. A deck of cards with six categories: Object, Nature, Action, World, Person, and Random. A spinner to determine categories. A timer. Player pawns. Divide players into teams with at least two players per team. Place the board in the center and each teams pawn on the starting space. Shuffle the deck of cards and place it near the board in the center and each teams pawn on the starting space. Shuffle the deck of cards and place it near the board in the center and each teams pawn on the starting space. the timer) to describe as many words from the card as possible. The describer cannot say the word or any derivative of it but must describe it in any other way. For example, if the word or any derivative of it but must describe it in any other way. For example, if the word or any derivative of it but must describe it in any other way. For example, if the word or any derivative of it but must describe it in any other way. forward on the board. Categories: Each card contains one word from each of the six categories. The describer must stick to the chosen category until their team decides to switch or they move on to a new card. However, they cannot return to the passed word later. Special Spaces: Some spaces on the board have special instructions, like losing a turn or moving additional spaces. Teams must follow these instructions when they land on such a space. Winning the Game: The first team to reach the finish space on the board wins the game. If time runs out before reaching the finish, the team furthest along the board is declared the winner. All Play: In this variation, both teams guess the word simultaneously, adding more competition and tension. Speed Round: Add an additional challenge by shortening the timer to 20 seconds per turn. Note: For detailed rules and gameplay instructions, please refer to the official rulebook PDF at the top of the page. Follow me on twitter@RobbioDobbioImage
credit:www.drumondpark.comThis is a great end of year game to play with all ages and levels. Its based around the popular board game Articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate objects articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas. You will need a die and the handouts listed below printed and cut up.articulate which is a staple in my household at Christmas and the handouts listed below printed and the handouts listed bel naturearticulate placesarticulate famous pplFor action cards you need to print out the MES flashcards below and write the verb next to the picture:Click to access verbs1 cards.pdfClick to access verbs2 cards.pdfClick to access verbs1 cards.pdfClick to access verbs1 cards.pdfClick to access verbs1 cards.pdfClick to access verbs2 cards.pdfClick to access verbs1 cards.pdfClick to access verbs2 cards.pdfClick to access verbs1 cards.pdfClick to ac board. Decide which team goes first. The first player comes to the different categories: Objects Nature People Places Actions You choose If students roll a 6 they can choose whichever category they like. The player than has 1 minute to describe as many of the words on the cards to their team-mates as they can. Teams score 1 point for each word correctly guessed. If the describing are:You can only pass 3 times. No miming. Strictly English only. No spelling words out. Silence from other teams while one team is playing. The game is a perfect opportunity to practice different structures such as relative clauses, adjective order and many more. Below are photos of the prompts I put on the board for my pre-intermediate teenagers class: Make sure you drill the frames with the students beforehand and do a few yourself to demonstrate. I always carry the (rather battered) card packs in my folder in case Im ever stuck for an activity for the last 10 minutes of class. Alternatively, play it as an end of term treat and bring sweets for the winning team. Let me know how it goes. 2 - 4 players, aged 4+ ABOUT | BUY | REVIEWS | RULES Game description Reviews Articulate is one of those classic board games that never fails to bring excitement and laughter. If youre a fan of word games that challenge your guick thinking and communication skills, Articulate is a must-play. Whether youre new to the game or need a refresher, this guide will walk you through everything you need to know about how to play Articulate, from setting up the game to mastering the rules and gameplay. What is Articulate? Articulate is a fast-paced game where players must describe words to their teammates without using the word itself or any variants. The goal is to get your team to guess as many words as possible within a limited time. The game is simple yet challenging, making it a hit at parties and family gatherings. Initially released in the 1990s, Articulate has become a staple in many households due to its fun and friendly competition blend. Its perfect for large groups, and because the game relies on quick thinking and clear communication, its always a lively experience. What Are the Components of an Articulate Game? Before diving into the gameplay, its essential to understand the components that come with Articulate. Heres what youll find in the box: Game Board: The board is divided into coloured segments, each representing different categories. Category Cards: These cards contain the words that players will describe. Each card typically has words from different categories like Objects, Nature, Action, World, etc. Timer: The timer limits how long each team has to describe and guess words during their turn. Playing Pieces: These track each teams progress around the board. Spinner (if applicable): Some versions of Articulate include a spinner to determine the starting category. Understanding these components will help you set up the game and play smoothly. How to Set Up Articulate? Setting up Articulate is quick and straightforward. Heres how you can get started: Place the Board: Lay the game board on a flat surface where everyone can see and reach it comfortably. Organize Teams: Divide players into two or more teams. Each team should have at least two players, but larger groups make the game more fun. Position the Playing piece and places it at the start of the board. Shuffle the Category Cards: Shuffle the cards and place them in the designated spot on the board. Set Up the Timer: Keep the timer handy, as youll need it for each turn. Use the Spinner (if applicable): If your version includes a spinner, use it to determine the starting category for the first round. Once everything is in place, youre ready to start playing! How to Play Articulate?: Rules and GameplayThe core of Articulate is its fast-paced gameplay, which keeps everyone on their toes. Heres how to play: Taking Turns: Each team takes turns being the describers and guessers. One player from the describer must use quick, clear descriptions to get their team to guess the word. For example, if the word is banana, you might say, Its a fruit that monkeys love. However, you cannot say, Its a fruit that starts with b and ends with a. Timing: The describer has until the timer runs out to describe as many words as possible. Once the time is up, the team counts the correct guesses. Moving Around the Board: The team moves their playing piece forward for every correct guess. The first team to reach the finish line wins the game. Category on the cards. The describer must describe words from that category on their next turn. Challenges and Disputes: Teams can challenge if theres a disagreement about whether a word was guessed correctly or if a rule was broken. The opposing team acts as the final judge. How to Winning the Articulate Game?: Scoring Points: Teams score points by guessing words correctly, with each correct guess moving their playing piece forward in one space on the finished space, so if they roll a number higher than the spaces they have left, they stay in place and wait for their next turn. Final Round Strategy: In the final rounds, teams must be strategic about how many words they guess to ensure they land on the finish space without overshooting it. What Are the Tips and Strategies for Playing Articulate? To excel at Articulate, it helps to have a few tricks up your sleeve: Be Concise: The faster you can describe a word, the more guesses your team can make. Focus on the most distinctive features of the word. Know Your Team: Tailor your descriptions to your teammates strengths. If someone is good with geography, give them more clues related to places. Practice Makes Perfect: The more you play, the better youll get at thinking quickly and reacting under pressure. Avoid Common Pitfalls: Dont waste time describing words that are too obscure or difficult. Skip them and move on to easier ones. What Are the Different Articulate Variations: Speed Round: Reduce the timer for an even more frantic pace. All Play: Both teams guess simultaneously in this variation, adding extra chaos and excitement. Reverse Play: Instead of describing the word, the describer gives the definition, and teammates must guess it. House rules can add new twists and keep the game for anyone who loves wordplay and quick thinking. Whether youre playing at a party or with family on a quiet evening, its guaranteed to bring out some laughs and friendly competition. With the rules, setup instructions, and tips in this guide, youll be ready to jump into the fun and maybe even master the game. So gather your friends, set up the board, and see who can articulate the best!FAQ About ArticulateHow do scoring and winning work in Articulate?Teams earn points by correctly guessing words, moving their piece forward for each torrect guess. The first team to reach the finish line wins but must land exactly on it. If they overshoot, they remain in place and wait for their next turn. Why should I play Articulate? Articulate is an engaging game for anyone who enjoys wordplay and quick thinking, making it great for parties and family gatherings. It guarantees laughter and friendly competition, offering fun for everyone involved! Can I play Articulate with just two players? While Articulate is best enjoyed with larger teams, playing with two players by taking turns describing and guessing is possible. However, the game thrives on team dynamics and interaction. Matt Henry A passionate gamer and tech enthusiast, sharing insights on gaming trends, tips, and guides to help players level up their experience. Since were on the topic of games, lets start off with a Would you rather . . . question. Here we go: Would you rather take a one-hour online test or play a one-hour online test or play a one-hour game. And thats no surprisegames are usually fun, whereas tests can be boring or difficult. But they dont have to be! If you use gamification elements in your contentor even turn the entire learning experience into a gameyou can boost learner engagement and drive performance. To help you get your game on, check out
these popular game templates that you can download and customize to fit your learners needs. Storyline: Vocabulary Guessing GameWith multiple choice questions, learners can sometimes simply guess the correct option. If you want a fun way to increase the challenge, try this vocabulary quessing game by Karlis Sprogis instead. By giving learners the number of letters in the word and limiting the number of attempts, youre appealing to their competitive nature will they find the correct answer in time? Or will they see the dreaded game-over screen? Storyline: Jeopardy-Inspired Game Show TemplateDo you need to test learners on multiple topics? This popular game show template by Sarah Hodge is just the thing to turn a boring assessment into a familiar and fun quizzing experience. Storyline: Countdown Quiz game by Allison LaMotte. The more questions you get right, the more stars you earn, incentivizing learners to retry sections until they get a perfect score. Storyline 360: Angry Words Side-Scrolling GameIf your employees communicate often with this word side-scrolling game by Jonathan Hill. Who knew customer service content could be so much fun? Storyline: Codenames-Inspired Learning GameNeed to get new employees up to speed on workplace acronyms and terminology? This learning GameNeed to get new employees up to speed on workplace acronyms and terminology? this game makes it fun to define individual terms and see how they all connect. Storyline: Gamified Quiz Template With TimerNeed to check if employees can think and act fast? This timed quiz by Sarah Hodge challenges learners to quickly answer questions to prove they have what it takes. Wrap-UpSo what are you waiting for? Go ahead and download any or all of these games and gamification examples and customize them to fit your needs. Or, create your own game-inspired project and share it in the comments below! We love seeing new and innovative ways to engage learners. If you need more inspiration, head on over to the weekly challenges, downloads, and examples to see other creative ideas. Want to try building something similar in Storyline 360, but dont have Articulate 360? Start a free 30-day trial.