

Playing *Taboo*

Taboo is a spoken word game that involves trying to get your team to guess a secret word without using any of five clue words specified as "taboo". How, for example, would you describe the word *kitten* without using the words *meow*, *cat*, *purr*, *furry*, or *animal*? As a player gives clues, he is constantly monitored by a member of the opposing team; if he makes any mistakes, he is unceremoniously "buzzed" and a point is deducted from his team's score.

There are many ways to succeed in *Taboo*. Hand gestures, sound effects, and "sounds like" clues are prohibited, but legal clues can consist of suggestive sentences, song lyrics, fill-in-the-blanks phrases, or even one-word hints.

TABOO

NUMBER	LIZARD	ICEBERG	BABY
1 2 3 4 5	SCALES REPTILE CRAWL ANIMAL	PENGUIN SEALS ANTARCTICA TITANIC ICE	CRY MILK DIAPER TOY HUMAN
DONKEY	CAR	BATMAN	DEODERANT
SHREK JACK ASS MULE HORSE ANIMAL	PARK MOTOR DRIVE TRANSPORT GARAGE	SUPERHERO SUPERMAN COMIC BOOK GOTHAM CAPE	ARMPITS OLD SPICE SMELL STINK WEAR
BEACH	CURRENCY	FLOSS	EYEGASSES
SAND WATER SURF SEAGULLS WAVES	MONEY EXCHANGE DOLLAR BANK FOREIGN	DENTIST STRING TEETH BRUSH MOUTH	LENS GLASS EYE HEAD SEE
SPIDERMAN	LOVE	BALLOON	DOOR
PETER PARKER WEB WALL CRAWLER BITE MARY JANE	CARE FEELING HEART RED FUN	HOTAIR HELIUM CHILDREN CLOWN LATEX	HOUSE EXIT OUT ENTRANCE GO

