

# Frantic ANTICS

Frantic Antics is a fast-paced game of simultaneous charades in which you score points by acting out your words and guessing the other players' words. At the same time!



7-99



2-5



15'

**Authors:** Aaron Smith & Ryan Hennings

**Designer:** Ajša Zdravković

## COMPONENTS



70 Antics Cards



40 Frantic Cards



10 Home Cards



10 pawns



## OBJECT OF THE GAME

Be the first player to make a full circle of the table and return to your Home card.

## SETUP

1. Clear the space around a large table by removing chairs and any other objects around it in order to prevent tripping during the game.
2. Space yourselves evenly around the table.
3. Give each player an antics card, a home card and a pawn in the colour of their choosing. Each player places their home card on the table in front of them and their pawn on top of the card.

4. Place frantic cards in between each home card to form a path of 30 cards (frantic + home) that winds around the table connecting all the home cards. To make each round a little bit different, players can decide which side of the frantic card they want to use. You can also use more or fewer cards to change up the length of the game.
5. Place the remaining antics cards in the centre of the table to create the draw pile.
6. Starting with a random player, decide which direction you will move around the table ("clockwise" for example) and position your home card accordingly. The person to your left must then go in the opposite direction ("anticlockwise" in this example), and so on around the table.

## GAME PLAY

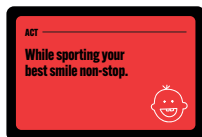
At the same time as all the other players, act out the word of your choice from your antics card or guess the other players' words. You can go from acting out to guessing at any time.

If you correctly guess another player's word, you both advance around the table by the number of cards equal to the value of the word guessed (between 1 and 4). You and your pawn must always move in the direction indicated during the game setup (clockwise or anticlockwise).

After moving, you can either keep your card or discard it and draw a new one.

## Frantic Cards

When your pawn lands on a frantic card, follow the instructions indicated on the card. These instructions remain in effect as long as you pawn remains on the card (unless otherwise stated).



- A. If your pawn is on an **"Act"** card, you have to act out words from your own antics card; you can't guess while you're on this card.



- B. If your pawn is on a **"Guess"** card, you can only guess other players' words; you can't act out words from your own antics card.



- C. Cards not marked either **"Act"** or **"Guess"** will give you actions to complete when you land on them or frantics (ridiculous penalties) you must carry out for as long as your pawn remains on the card. The text is clear as to the length and repetition of the action.

## STUCK?

If all the pawns are on "Act" (or "Guess") cards, anyone can shout out, "We're stuck!". In this case, every player advances 1 card.

## END OF THE GAME

After completing one full circle of the table, as soon as you return back to your home card (or pass it), hit the table and yell out "Frantic antics!" The first player to do this is the winner.

## CHARADES RULES

- You are not allowed to make any sounds or say any words. However, you can specify whether you're acting out a word or guessing, or explain the instructions written on the frantic card your pawn is on.
- You can use props, pick up objects or point.
- Don't get too frantic with your antics! Make sure to keep your interactions respectful.
- Classic charades hand signals are encouraged (for example, holding up 2 fingers to show that it's 2 words, or touching your ears to indicate "sounds like").

