TABOO

It was created by Brian Hersch, and it was published in 1989, by Milton Bradley Company.

- In the game you have to divide into 2 teams.

- For each team you choose a sealer, who will go to the other team to try to make the other members understand, without using the 5 taboo words.

- The teams follow each other in turn with different prompters at each turn.

- For each correct answer you earn a point, while for each Taboo or infraction of the suggestion rules a point is removed. At the end of each team's turn the number of steps for each piece will correspond to the points accumulated in the turn.

- Blue boxes losing the text round of the team that happens above.

- The two-hour boxes give twice the time the next round of the team that happens above.

- The boxes with a Taboo face and 2 hourglasses give in addiction to the previous effect the obligation to choose only one player who will answer and who will not be able to address his companions .

- The squares with a Taboo face and 1 hourglass give the obligation to choose only one player who will answer and who will not be able to contact his teammates.

- One the last seven squares purple you need to get at least 3 points to be able to move, if the team gets 2 words it won't move , if you get 3 it will move by 1 box, if you get 3 it will move by 1 box , if you get 4 it will still move 1, if you get 6 points it will move 2 squares ,etc… Every multiple of 3 it will be possible to advance one box . There are further interpretation of this last rule.

- To move from the first purple box you need to get 3 points. For the next boxes you move one box for point, if the team has scored 3 points it will move by one box if the team has totaled 4 points of 2, if 5 points of 3 and so on.

- If the prompter gets his team 3 or more points, his team's pawn can be moved to the corresponding number of squares 0 squares if the score is less than 3 and the number of points totaled if the score is higher than 3.

- The winner is the one who reaches the finish line first.