

# Portmanteau

 Here's a **game** to stretch your mind a little.

**QUICK OVERVIEW:** This game can be played with two to six players. If you have more than six players, make teams. One player is the "**Mixer**". The other player/s are the "**UnMixer/s**". The Mixer thinks up two objects and makes an imaginary combination. The UnMixers are given a series of clues until they guess what two objects have been combined. This is a cooperative game. The Mixer tries to help the UnMixers guess with as few clues as is possible. (See the next page to find out why this game is called "Portmanteau").

**PLAY:**  
To start the game the Mixer thinks up a combination of two objects. This combination is called the "**Mix-up**". These objects can be from any category of things – see below. (See the next page for a list of suggestions of objects to mix).

**Clue One:** The Mixer makes up a name that would fit the Mix-up. This name contains any part of both words in the Mix-up, but cannot use a whole word. Using this name as the clue, the UnMixer makes three guesses.

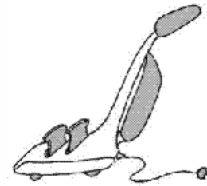
mixed animals: duraffe



mixed food: soucicle



mixed appliances: toastcuum



... you can even mix the categories:

mixed animal/food: bananog



**Clue Two:** If the Mix-up cannot be guessed in three guesses, the Mixer adds the second clue: the Mixer tells what **category** or combination of categories the Mix-up has been chosen from. (Example: the category is mixed animals ... or the category is an appliance mixed with a food). The UnMixer makes three guesses again.

**Clue Three:** If the UnMixer still cannot guess after three guesses, the Mixer gives a third clue. The Mixer tries to **draw** the Mix-up. The UnMixer again makes three guesses.

**Clue Four, Five, Six, Seven, ... Ninety nine:** If the UnMixer still cannot guess after three tries, the UnMixer can ask **questions** that can be answered with a **yes** or a **no**. Each question adds to the clue total.

After the Mix-up has been guessed, change Mixer and UnMixers and try again for a lower clue total!

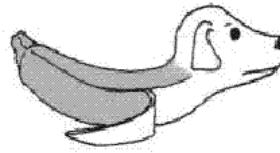
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**A real life Mix-up:** At the Sierra Safari Zoo in Reno, Nevada, there is a lion-tiger mix. The zoo calls it a liger. A liger is the result of breeding a male lion with a female tiger. (They call a cat born to a tiger father and a lion mother a tigon). The liger has a lion's mane, a tiger's stripes and spots. The spots are inherited from the lion parent even though adult lions do not appear to be spotted. The liger roars like a lion and swims like a tiger. It is a lot larger than either a lion or a tiger. Check it out at:

<http://www.sierrasafarizoo.com/animals/liger.htm>



# Just to get you started...



Here are some objects you can mix:

...remember, you can mix categories together, too.

## animals:

rhinoceros  
elephant  
tiger  
eagle  
penguin  
snake  
tarantula  
shark  
octopus  
spider  
monkey

## appliances/machines

computer  
truck  
refrigerator  
robot  
microwave  
television  
telephone  
motorcycle  
bicycle  
toaster

## food:

banana  
cookie  
sandwich  
pizza  
casserole  
orange  
banana  
chicken  
macaroni  
cheese

## things you find in a school:

pencil	teacher
student	eraser
paper	book
dictionary	chalk

## clothing:

socks  
shirt  
jacket  
boots  
pajamas  
scarf  
mittens

## games:

hopscotch  
doubledutch  
monopoly  
chess  
checkers  
bowling  
football  
billiards

### Why is this game called "Portmanteau"?

A "portmanteau word" is a word that is made up of the combination of the **parts** of two or more words. Portmanteau is the French word for suitcase. When the two halves of a suitcase are closed together it becomes one piece. Here are some examples of portmanteau words you have probably heard of:

brunch: breakfast + lunch  
Muppet: marionette + puppet  
internet: international + network  
smog: smoke + fog  
taxicab: taximeter + cabriolet  
telethon: television + marathon  
twirl: twist + whirl

... can you think of others?