

# SEQUESTERED

THE FUN GAME  
THAT HELPS YOU LEARN  
CLIMATE CHANGE  
TERMINOLOGY!

WIN BY GETTING YOUR TEAMMATES  
TO GUESS CLIMATE WORDS  
WITHOUT USING THE SEQUESTERED  
(UNAVAILABLE) WORDS.

Download the glossary of terms at  
[AsphaltPavement.org/Sequestered!](https://AsphaltPavement.org/Sequestered!)

The Road  
**Forward**

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## HOW IT WORKS

You need to get your teammates to guess *greenhouse gas*.

But you can't use the words *carbon dioxide*, *methane*, or *water vapor* in your clues.

Those words have been **Sequestered**.

If you say one of those words, or pass on the card, you lose a point.

Think fast and get your teammates to shout out as many correct answers in 60 seconds as you can!

Guess the most words to score the most points and WIN!

## GET READY TO PLAY

Divide your players into two teams of at least two people each. Teams do not need to be even. Grab a timer.

## TAKING TURNS

Team A chooses a player to be the clue-giver. The rest of Team A sits/stands where they cannot read the cards.

Team B monitors the timer and the clue-giver to make sure s/he doesn't use any Sequestered words.

Once time runs out, Team B takes a turn giving clues and Team A monitors.

## HOW TO PLAY

The clue-giver takes a card from the draw pile.

The word at the top of the card is the guess word that the clue-giver is trying to get their teammates to say. The words below it are the Sequestered words that the clue-giver cannot say.

Continued on other side

As soon as the clue-giver draws a card, the timer starts, and the clue-giver shouts out clues for their teammates. The clue-giver can provide words, hints, phrases, sentences, and so on – but must abide by the Clue Rules.

## **CLUE RULES**

No form or part of any word on the card can be used in clues. For example, if the Sequestered word is *recycling*, you can't say *recycling*, *recycle*, or *recycled*.

Don't use hand gestures. For example, you cannot point to your eye as a clue for *eye* or cup your hand around your ear for *hearing*.

No sound effects, like engine noises, but feel free to sing!

You cannot say “sounds like” or “rhymes with” another word.

No abbreviation can be used if it stands for a guess word or clue word. For example, you can't say *WMA* if the guess word or clue word is *warm-mix asphalt*.

## **SCORING**

Each time the clue-giver's team correctly says the guess word, the team earns a point. The clue-giver quickly takes the next card in the draw pile and continues to give clues until time runs out.

While the clue-giver is shouting clues, the opposing team must ensure that no Sequestered words are used or Clue Rules are broken. If the clue-giver is caught using a Sequestered word or breaking

a Clue Rule, the opposing team can “buzz” the clue-giver, quickly explain why, and that card is placed in a discard pile. The clue-giver then continues with the next card from the draw pile.

To determine the team's score for that round, add up the number of words guessed correctly, then subtract the number of cards in the discard pile (including passed cards).

## **WINNING**

When all players have had a turn as clue-giver, or both teams have taken the same number of turns, tally the points. The team with the most points wins. In the event of a tie, each team chooses one clue-giver and takes one more turn to determine the winner.