

WINNING

The first team to land on or pass the FINISH segment WINS.

The ENTERTAINMENT category on the Finish segment is used if players decide beforehand that they want a longer game and play two circuits.

DESCRIPTION RULES

You must not...

Say what letter the word starts with or how many letters it contains.

Say the word itself or any derivative e.g. If the word is 'Post' you may not say 'Postage' or if it is 'Swim' you may not say 'Swimmer'

Use "rhyming with" or "sounds like" clues.

You may...

Gesticulate, act or mime (but not by mouthing words).

Choose to PASS and not play a card – BUT ONLY TWICE each turn (wave this rule for younger players).



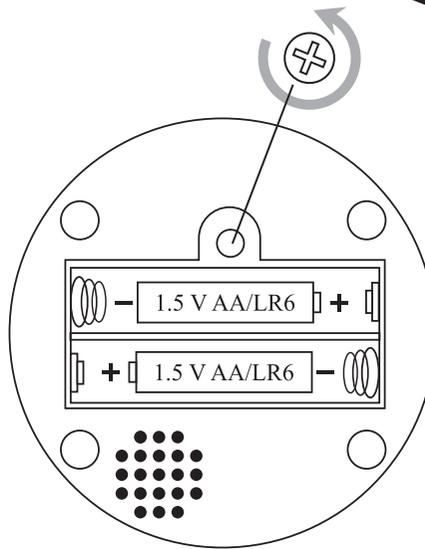
Manufactured by Drumond Developments Ltd.,
PO Box 790, Ipswich IP1 9GP, UK.

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Item No: 1210

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Insert 2 x AA batteries

Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries, or new and used batteries.
- Use only AA or their equivalent as stated.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme.

The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 2x AA Batteries NOT INCLUDED. Please remember that small button cells and AA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.



Contents may vary from those shown.
Please retain this information.



Articulate! your life

the fast talking description game

Articulate!

your life

the fast talking description game

CONTENTS:

Electronic Timer
500 cards
Playing Board
4 Playing Pieces
Bonus Dice

OUTLINE OF THE GAME

Teams compete to be the first round the board by guessing words that their team-mates describe during turns that vary in length.

PREPARING TO PLAY

Unfold the board, switch on the timer and place it in the centre. Players divide into teams. Two larger teams are better than several smaller teams. Each team selects a playing piece and puts it on the 'START' segment.

SOME THINGS YOU NEED TO KNOW:

The Bonus Dice:

The Bonus Dice sides are numbered 3 – 8. At the start of each turn a DESCRIBER throws the dice to determine the team's BONUS TARGET for that turn. If your team correctly guess the BONUS TARGET number of words (or more) during that turn they win two bonus moves. For example if you throw a 4 and your team guess five card entries correctly you move your playing piece 5 spaces PLUS a further two.

The Random Timer:

The timer has three time lengths: 27 secs, 32 secs and 37 secs. When the timer is started the team does not know which time length they are going to get. The timer ticks for the last 8 seconds to warn the DESCRIBERS that time is almost up.

Max Time Category:

If a team lands on the MAX TIME segment (White) they can chose which category they want to play on their next turn AND they also get the MAXIMUM 37 second long turn. To make the timer give a 37 second turn, hold down the timer's button for 2 seconds. At the start of a 'Max Time' turn a DESCRIBER throws the Bonus Dice as usual.

HOW TO PLAY

Describers and Guessers:

Each turn team members divide into DESCRIBERS and GUESSERS. All players MUST take their turn at being DESCRIBERS during the course of the game.

No matter how big the team there are never more than two Describers. Once you have played the game several times teams may wish to have only ONE DESCRIBER whatever the team size.

PLAYING A TURN

Play begins when a DESCRIBER throws the BONUS DICE to decide the team's BONUS TARGET for the turn. Now a member of an opposing team starts the RANDOM TIMER by pushing the large domed button on top.

The DESCRIBERS immediately take a card from the front of the pack and describe the entry corresponding to the segment on which their playing piece sits. The START position is on the HOME LIFE category (Pale brown segment) so each team starts with this category.

When one of the team GUESSERS shouts out the correct answer the DESCRIBERS quickly take another card and repeat the process using the same category.

When the timer runs out, the turn is finished. The DESCRIBERS count the number of cards that were correctly guessed and move their playing piece forward that many segments. If this number equals or exceeds the BONUS TARGET add two bonus segments. The segment that the playing piece lands on dictates the category that the team will play on the following turn. Play passes on to the next team.