

'GUESS IT' HINTS

There are a lot of food brands or products so it is a good idea to check if the answer is something to do with food. So a typical series of questions might go like this: –

Is it a food? Yes

Is it sweet? Yes

Is it eaten hot? No

Is it eaten cold? Yes

Do you find it in the freezer? Yes

Is it Ice Cream? Yes

For a non-Food item it might go something like this:

Is it a food? No

Is it a brand? No

Is it a product? Yes

Is it something you find in the home? Yes

Is it found in the Kitchen? No

Is it found in the bathroom? Yes

Do you use it to clean with? Yes

Do you use it to clean yourself? Yes

Is it shampoo? No

Do you use it to clean your hands? Yes

Is it soap? Yes

**DRUMOND
PARK**

Manufactured by
Drumond Developments Ltd.

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**LOGO
What Am I?**

LOGO What Am I?

A Game for 3 – 6 Players

CONTENTS:

Playing Board
250 Logo What Am I? Cards
6 Playing Pieces
Special Dice
Sand Timer
Paper Pad
Pencil

BEFORE YOU START:

The basic idea is that during a turn one player has to get ONE of the other players to guess his Challenge within a set time. The player who is performing the Challenge and the player who guesses it both get to move. As a result, despite LOGO What Am I? being a single player game, it has TWO winners – the player who enters the winning zone first and the player that helps him get there.

GETTING READY TO PLAY

Lay out the playing board. Each player picks a coloured playing piece and puts it on the 'Go!' space. The person whose turn it is, is referred to as The Player and the others as The Guessers.

Question Cards: The two sides of each card are called:

- 1) The Picture Side - This shows the 'Guess It' Challenge
- 2) The Draw/Describe Side - This shows the 'Draw It' Challenge and the 'Describe It' Challenge

These Challenge icons match the ones on the playing board.

Always take cards from the end of the box which shows the 'Draw/Describe Side' of the cards.

NOTE: When you take a card - make sure that no one else sees *either* side of it during the turn.

'Describe It' Challenge:

The Player's Challenge is to describe ALL THREE items in the 'Describe It' section of the card, in the order they appear. The Player cannot use: 'starts -with', 'rhymes-with' or 'sounds-like' type clues, although hand movements are allowed. The Guessers must get all three items right for *anyone* to win a dice throw. However it is only The Guesser who gets the THIRD WORD right and The Player who is doing the describing who win a throw of the dice. Clearly everyone must do their best to GET TO the third word in order for SOMEONE to win a dice throw.

'Draw It' Challenge:

The Player chooses one of the two 'Draw It' entries on the card. He then takes the paper and pencil and draws what he thinks will make the other players guess that entry. For example: for 'Mercedes' you might just draw the famous logo, but for 'mountain bike' you might draw a mountain AND a bike.

'Guess It' Challenge:

This uses the Picture Side of the card. The Player holds the card so that only he can see the Picture Side. The Guessers have to identify the item shown by asking questions to which The Player can only answer, 'yes', 'no' or 'maybe'. If there is a HINT on the card, The Player should read it out before they start the turn.

See GUESS IT HINTS at the end of the rules.



Guess It icon



Draw It icon



Describe It icon

PLAYING THE GAME:

The oldest player starts by taking the first card from the 'Draw/Describe' end of the box.

Each player's first round of the game is always a 'Describe It' round.

In later turns players do the Challenge of the space on which their playing piece is sitting.

Guessing and Moving:

The person to the left of the current Player flips the timer to start the turn. The Player then starts his Challenge. The other players (The Guessers) can make as many guesses as they like until the timer runs out.

If no one guesses what a Challenge is before the timer runs out, then no one moves.

If someone DOES guess The Player's Challenge item, both The Player and the person who guessed it correctly, *each* win a throw of the dice. Each of them then moves his playing piece round the board by the number he rolled.

If more than one guesser shouts out a correct answer at EXACTLY the same time, they all win a throw of the dice and a move - along with The Player for that turn.

PLEASE NOTE that each player rolls the dice individually so each will probably move a different number.

WINNING

The first player to move onto the Winning Zone wins the game JOINTLY with the player who won that throw of the dice with them. In other words, The Player and The Guesser both win no matter which of them enters the WINNING ZONE first.