



What a Performance!

Contents:

1 jiggled game board, 77 activity cards, 4 counters, 1 spinner, 1 dice with shaker, 1 magic decoder, 1 sand timer

FOR 2-4 PLAYERS

Object

To be the first player to reach the 'Finish' star.

To play

- The board is assembled and the cards are shuffled and placed in a pile, face downwards. Each player chooses a counter and places it on the 'Start' arrow.
- The youngest player begins by rolling the dice and moving their counter the number of squares shown. If the player lands on a pale blue square, that is the end of their turn and play passes to the next player.
- If the square shows an activity, the player takes the top card from the pile and does the following:

'Who am I?' and 'Make a noise!'

- The player reads the relevant instruction without telling the other players what it is.
- For 'Who am I?' the player mimes the action, person or animal on the card for the other players to guess what or who it is. N.B. The player must not make a sound while miming.
- For 'Make a noise!' the player hums or whistles the song, or makes the noise shown on the card for the other players to guess what it is. N.B. The player cannot use any actions.
- The first player who guesses correctly moves their counter forward one square.
- If no players guess correctly, or the player does not want to do the activity on the card, they must carry out the forfeit on the back of the card.

'Forfeit'

- The player reads aloud the forfeit on the back of the card using the magic decoder. The forfeit is then carried out.

'Action!'

- The player reads the 'Action!' task aloud to the other players and performs the action, using the sand timer when it is shown on the card.
- If the player cannot complete the activity, or does not want to do it, they must carry out the forfeit shown on the back of the card.

'Spin it!'

- The player spins the spinner and performs the activity that the spinner points to.
- The card is then returned to the bottom of the pile, face downwards, and play passes to the next player.
- The game continues until one player reaches the 'Finish' star.

N.B. Players do not need to throw the correct number to reach the finish.

The winner

The winner is the player who reaches the 'Finish' star first.

FOR 2-4 TEAMS

Object

To be the first team to reach the 'Finish' star.

To play

- The board is assembled and the cards are shuffled and placed in a pile, face downwards. Each team chooses a counter and places it on the 'Start' arrow.
- The team with the youngest player begins by rolling the dice and moving their counter the number of squares shown. If the counter lands on a pale blue square, that is the end of their turn and play passes to the next team.
- If the square shows an activity, one player from the team takes the top card from the pile and does the following:

'Who am I?' and 'Make a noise!'

- The player reads the relevant instruction without telling the other players on their team what it is.
- For 'Who am I?' the player mimes the action, person or animal on the card for the other players on their team to guess what or who it is. N.B. The player must not make a sound while miming.
- For 'Make a noise!' the player hums or whistles the song, or makes the noise shown on the card for the other players on their team to guess what it is. N.B. The player cannot use any actions.
- If the team guesses correctly, that is the end of their go.
- If the team does not guess correctly, or the player does not want to do the activity on the card, they must carry out the forfeit on the back of the card.

'Forfeit'

- The player reads aloud the forfeit on the back of the card using the magic decoder. The forfeit is then carried out.

'Action!'

- The player reads the 'Action!' task aloud to the other players.
- The whole team must then perform the action together, using the sand timer when it is shown on the card.
- If the team cannot complete the activity, or does not want to do it, they must carry out the forfeit shown on the back of the card.

'Spin it!'

- One player from the team spins the spinner and then performs the activity that the spinner points to.
- The card is then returned to the bottom of the pile, face downwards, and play passes to the next team.
- The game continues until one team reaches the 'Finish' star.
N.B. Teams do not need to throw the correct number to reach the finish.

The winning team

The winning team is the team that reaches the 'Finish' star first.



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