

INSTRUCTIONS



Age: 7+ years
No. Of Players: 4-16 in teams

CONTENTS:



1 game board	1 die (including sticker sheet)
4 plastic playing pieces	1 timer
1 pair of wacky glasses	1 drawing pad
1 set of green/easy lenses	1 pencil
1 set of yellow/medium lenses	54 cards (162 challenges and time limits)
1 set of blue/difficult lenses	

OBJECT OF THE GAME:

Be the first team to successfully make it around the game board from start to finish. Players take turns drawing challenges for their team to guess. Get it right and move towards the finish. Get it wrong and stay where you are. The catch is that you have to draw while wearing the wacky vision-altering glasses!



SETTING UP:

- Place the game board in the middle of the table
- Place the glasses and extra lenses next to the game board
- Shuffle all the cards together and place them face down next to the board
- Place the die and the timer within everyone's reach
- Sit with your team members around the board
- Choose a playing piece
- Each team places their playing piece on 'Start'

PLAYING THE GAME:

The team with the youngest player plays first and hands the timer to one of the other teams.

The playing team determines which player will draw first, rolls the die, and moves their playing piece the number of spaces shown.

The colour of the space you land on will determine which challenge to draw and which lenses to use in the glasses.

For example, if your playing piece lands on a green space then you would put the green lenses into the glasses. Your challenge is the green circle, containing '15'. This denotes the time limit of 15 seconds on the timer.



There are also special spaces on the board:



Choose the lens colour (and matching challenge colour) you want to use.



Draw with the opposite hand (left hand for right-handed people and right hand for left-handed people).



Draw without wearing the wacky glasses.



Skip your turn.



The drawing player takes the card from the top of the pile and announces the category (object, entertainment, or places), silently reads the challenge, and announces the time limit.

The drawing player then places the card face down on the table so their team cannot see the challenge and puts on the wacky glasses.

The team holding the timer sets the time limit and the game begins!

The drawing player grabs the pencil and paper and tries to get their team to say the challenge word before time runs out!

THE RULES:

No speaking or miming while drawing.

You cannot draw letters or numbers.

You must remain seated and wear the wacky glasses throughout the challenge.

WE ARE BRILLIANT AND GOT IT RIGHT!

Well done - if your team guessed the challenge within the time limit then you may roll the die, move forward the number of spaces on the die, and your turn is over. On your next go, you will start from the space you landed on, if it is a special space on the board that circumstance applies to the player drawing. Select your card and get ready to draw!

OOPS, WE JUST COULDN'T GET IT...

Oh well - this turn is over - but better luck next time! Your next turn will continue from the same space on the board.

WINNING THE GAME:

Teams continue to take turns and make their way along the game path. The first team to reach the Finish is the winner. It is not necessary to roll the exact number of spaces to reach the Finish.

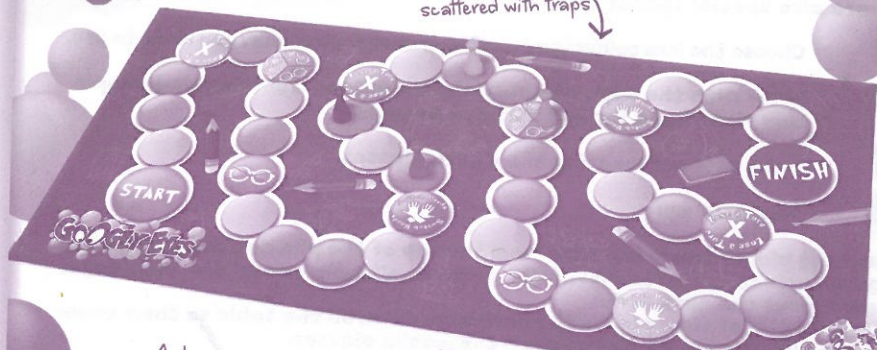




The timer indicates how much time you have left to draw your word.

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

A big game board scattered with traps



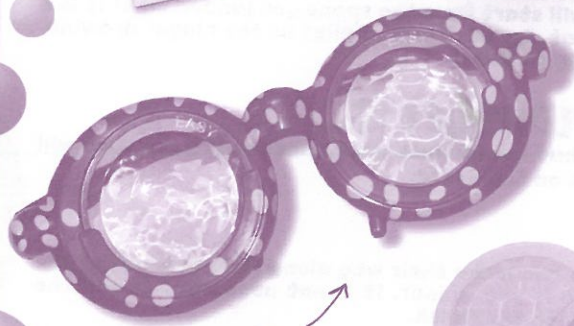
A drawing pad to create beautiful drawings!



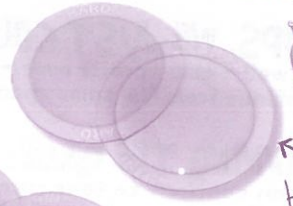
162 tasks in 3 categories: Objects, Places and Entertainment.



The die indicates how many steps you can move forward



Easy (Green)



Hard (Blue)

Medium (Yellow)

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GOOGLY EYES!

The drawing game of wacky vision!

