



CONTENTS: 4x double-sided retractable measuring tapes, 1x spinner, 8x challenge cards, 1x scorepad, 1x instruction sheet.

QUICK RULES

1. Write the players' names on the scoresheet.
2. Move to the room to start the 1st round.
3. Select a challenge card.
4. Spin the Spinner and select a measurement.
5. Find the appropriate tape measure.
6. Each player makes a guess based on the measurement they are using.
7. Measure the item.
8. Award points based on the scoring system.
9. Points are written down on the scorepad.
10. Move to the next room/area and repeat.
11. Highest score wins the game.

OBJECT OF THE GAME

To be the player that is closest to guessing the actual size of the selected object using the pre-chosen unit of measurement.

SETTING UP

Start by shuffling the challenge cards and placing them in one deck on the table along with all four tape measures. Next, add the names of all players to the scoresheet and select one player to be the scorekeeper. The scorekeeper is in charge of the game spinner and challenge cards. Now lets play TAPES.

PLAYING THE GAME

Each game is played over four rounds and each round takes place in a different location: different rooms of the house, garden, garage, street or park (TAPES can be played both indoors and outdoors). Locations are chosen and agreed by the group playing the game. The tallest player in the group will start the game.

All players now move to the first location and stand together at one end of the room. The tallest player starts the round by first picking up and reading out loud a challenge card. These cards tell players what type of round they will be playing (see below for card types)

CHALLENGE CARDS

STANDARD HEIGHT ROUND

Players must guess the height of the selected object in the room.

MEMORY ROUND

Players must guess the height of the selected object seen in a previous room.

THE CIRCUMFERENCE ROUND

Players must guess the distance around the selected object in the room.

THE DOUBLE POINTS ROUND

Players must guess the height of the selected object in the room BUT may double any points they win in this round.

THE TRIPLE POINTS ROUND

Players must guess the height of the selected object in the room BUT may triple any points they win in this round.

THE BLIND ROUND

All players must turn their backs on the selected object in the room before guessing its height.

Once everyone knows what type of round they are playing the player now selects an object at the far end of the room that everyone can see (unless it is a memory round or blind round – see memory/blind card) BUT before any guessing happens the scorekeeper must spin the spinner to reveal which unit of measurement the players will be using to guess the size of the object!

THE SPINNER & THE TAPES

There are 8 units of measurement on the spinner and a matching tape measure marked with the corresponding sizes. All 8 units of measurement are listed below.

WET CATS

Standard size short-haired cat soaked with water.

MOBILE PHONES

Average size.

RAMEN NOODLES

85g pack.

LARGE DRINKS CAN

500ml/24fl oz.

CUPCAKES

Large.

GUMMY BEARS

Standard size, red.

CENTIMETRES

Metric measurement.

INCHES

Imperial measurement.

Once a unit of measurement has been selected (for example Gummy Bears) each player takes a guess at the size of the object. Once all players have taken a guess the object can now be measured with the appropriate tape measure (Size guessed in Gummy Bears, means the Gummy Bears measuring tape is used to check the size of the object).

SCORING SYSTEM

Points are now awarded to players according to their answers and these points are noted on the scorepad.

5 points

Nearest to the actual size

3 points

Second nearest to the actual size

2 points

Third nearest to the actual size

BONUS 5 points - Any players that correctly guessed the actual size of the object

THE GOLDEN RULE

Any player that answers with a measurement that is OVER the actual size of the selected object is immediately ruled out of that round and scores 0 points. It's always better to guess closest to the size but without going over the object size.

WINNING THE GAME

The player with the highest point score from all four rounds wins the game. In the event of a tie, players must play a tie-break by selecting a new object in a new location, spinning the spinner and guessing its size. The player who guesses closest to the actual size wins.

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WARNING! Not suitable for children under 36 months.
Choking hazard – contains small parts.
Strangulation hazard – contains long tapes.

