

IDEAL[®]

GAMES NIGHT[®]

FAMILY EDITION

1 CONTENTS

20 x Category Cards



42 x Item Cards



15 x Game Instruction Cards



The rest is simple! To play the first round simply read aloud the instruction card that has been chosen for game 1. It will detail how to play, how to win and how to score! As each round is played and scores awarded, the scoreboard will show the progress of each player!

3 PLAY

4 WINNING

It's not rocket science... once all the rounds have been played, add up each player's scores and mark it in the TOTAL space on the scoreboard. The player with the highest score is the winner and writes their name on the wipeclean section of the trophy base. They are the winner of this Family Games Night, but can they hold on to their title the next time you play?

In the unlikely event that two or more players are tied, these players play one more round, picking a game instruction card at random. The winner of that round gets to write their name on the coveted trophy!

2 SETUP

First things first, get each player to write their name on the scoreboard, the order doesn't matter.

Next remove the 15 game instruction cards from the storage tray, and select 5. These games will form the 5 rounds of your Family Games Night. Next, write the number of each of the chosen games on the scoreboard.

Now slot the scoreboard into the recess in the storage tray and place the pen next to it. The gameboard will display your scores as your Family Games Night unfolds!



Wipe Clean Pen

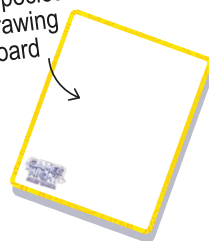
Wipeclean Trophy



Dice



Wipeclean Drawing Board



36 x Letter Cards



17 x Coins

5 ADD GAMES

Of course, if you want to include games from your own collection in the Games Night you can!

Choose your game, assign it a round number and if necessary a time limit, then simply score it as follows.

The winner of the game receives the same amount of points as there are players ie: 8 points if there are 8 players, and second place receives one less ie: 7, and third place receives two less ie: 6. You get the idea.