

WINNING THE GAME

Once the clock has made a full circuit of the group, the player with the most cards wins.

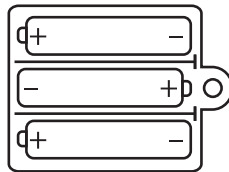
GAME 3 “ALL FOR ONE & ONE FOR ALL!”

(2-3 Players)

- 1 This 2/3 player game is collaborative play with everybody playing as a single team.
- 2 Agree on the number of rounds to be played and who will be the first 'describer'.
- 3 Play as described in Game 1 & 2, with the 'describer' changing each round and see how many cards you can collect as a team within the agreed number of rounds.

BATTERY SAFETY INFORMATION

- 60 Seconds requires 3 x AAA batteries (not supplied).
- We recommend alkaline batteries for optimum performance.
- An adult should install the batteries and take note of the following – open the cover on the back of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and – markings inside the compartment.
- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.



Disposal of old electrical and electronic equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead, it should be handed over to the appliance collection point of a recycling centre for electronic and electrical equipment. For more detailed information about recycling of this product, contact your local Civic Office, your household waste disposal service, or the place you purchased this item from.

WARNING! Not suitable for children under 36 months. Choking hazard - contains small parts.

©2022 John Adams Leisure Ltd. IDEAL® and 60 Seconds® are registered trademarks of John Adams Leisure Ltd. John Adams Leisure Ltd., Hercules House, Pierson Road, Enterprise Campus, Alconbury Weald, Huntingdon, Cambridgeshire PE28 4YA.

EU authorised representative: John Adams Leisure EU Ltd., 1 Castlewood Avenue, Rathmines, Dublin 6, D06 H685, Ireland.

For customer services call 01480 414361 or email customerservices@johnadams.co.uk

Please retain this information for reference. MADE IN CHINA.

To see more of our range visit www.idealboardgames.co.uk



IDEAL®

AGES 8+ | 3+ PLAYERS



SAY, DRAW, MIME... IT'S A RACE AGAINST TIME!

CONTENTS



1x Light-up Clock

120x Double-sided Game Cards

1x Wipe-clean Drawing Board

1x Wipe-clean Pen

1x Play Tray

SETTING UP

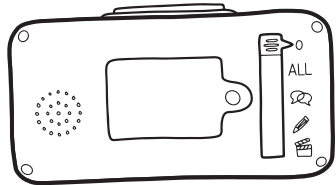
- 1 Insert 3x AAA batteries into the clock (Batteries not included)
- 2 Place the 'Play Tray' in the centre of the players
- 3 Shuffle the 'Game Cards' and place half equally at each position around the play tray.

The Game Cards are double-sided so you can play using just pictures (Easy), just words (Medium) or a combination (Hard).

GAME 1 “OUT FOR YOURSELF”

Solo Game (3-6 Player)

- 1 The player who most recently had a birthday starts as the ‘describer’. After every round the role of ‘describer’ will move clockwise around the table.
- 2 As the ‘guesser’ you will earn a card every time you correctly guess what the describer is describing. Only the player who guesses correctly first will receive the card. At the end of their turn, the ‘describer’ will collect the same number of cards as the person with the most after their round has completed. They will collect these cards from the unused half of the deck.
- 3 Slide the selector on the back of the clock and move it to the game mode you wish to play:



“Say” mode – the describer can only use words to describe what is on the Game Card.

“Draw” mode – the describer must draw what is on the Game Card onto the drawing board.

“Mime” mode – the describer can only use actions to describe what is on the Game Card.

“All” mode – A random combination of all the above modes.



Say



Draw



Mime

- 4 The ‘describer’ controls the Clock, and the other players are the ‘guessers’.
- 5 When everybody is ready:
 - **The describer** turns the clock so only they can see the clock face. If playing “draw” or “All” mode, the ‘describer’ also keeps the drawing board and pen within easy reach.
 - **The guessers** look at the game cards on the play tray.
- 6 The ‘describer’ pushes down on the button on the top of the Clock which will illuminate a square around the edge of the screen which corresponds to a game card position on the play tray and the method of description the ‘describer’ must use. If you’re playing “Say”, “Draw”, or “Mime” the method will not change, if you’re playing “All” mode, the description method could change when you press the button on the clock.
- 7 The ‘describer’ must now use the required description method to convey what is written/drawn on the game card at the designated play tray location.
- 8 Keep going until either, the ‘guessers’ have correctly identified all 12 game cards available, or time has run out and the clock alarm sounds.

- 9 The ‘guessers’ count how many cards they gained during the round and ‘describer’ collects the highest amount from the unused deck.
- 10 The clock moves clockwise to the next player, and they take charge as the new ‘describer’. They turn the clockface towards them so only they can see it and play continues as previously mentioned.

WINNING THE GAME

Once the clock has made a full circuit of the group, the player with the most cards wins.

GAME 2 “THERE’S NO I IN TEAM!”

Team Game (4+ Players)

- 1 Divide your group into 2 or more teams, these teams require at least 2 players per team.
- 2 The team with the oldest player goes first. Each team will designate one person to be their ‘describer’ and every other member will be ‘guessers’. The ‘describer’ controls the clock.
- 3 Slide the selector on the back of the clock and move it to the game mode you wish to play.
- 4 When everybody is ready:
 - **The describer** turns the clock so only they can see the clock face. If playing “draw” or “All” mode, the ‘describer’ also keeps the drawing board and pen within easy reach.
 - **The guessers** look at the game cards on the play tray.
- 5 The ‘describer’ pushes down on the button on the top of the Clock which will illuminate a square around the edge of the screen which corresponds to a game card position on the play tray and the method of description the ‘describer’ must use. If you’re playing “Say”, “Draw”, or “Mime” the method will not change, if you’re playing “All” mode, the description method could change when you press the button on the clock.
- 6 The ‘describer’ must now use the required description method to convey what is written/drawn on the game card at the designated play tray location.
- 7 Keep going until either, the ‘guessers’ have correctly identified all 12 game cards available, or time has run out and the clock alarm sounds.
- 8 The clock moves clockwise to the next team, and their ‘describer’ takes charge of the clock. They turn the clockface towards them so only they can see it and play continues as previously mentioned.