



**WARNING! Not suitable for children under 36 months. Choking hazard – small parts.**

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**Dry-wipe Marker & Book Care**

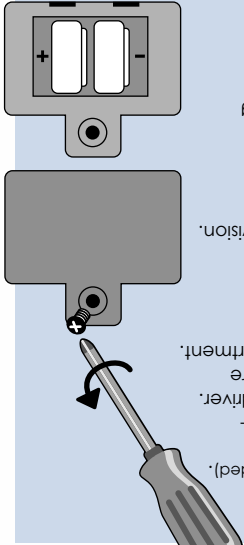
Make sure all sketch book pages are completely erased and clean before storing back inside the game box, as pages may stick together and ink may stain the pages. Recap markers after use. If a marker dries out, use any dry-wipe marker and keep on playing. Dry-wipe markers may stain fabrics and some surfaces. Protect play area before use. Avoid contact with carpet, walls and furniture. Keep away from eyes and skin.

**Here's what you do...**

First everyone needs to erase pages 1-8 using the wipe clean cloths. Next return used cards to the bottom of the card pile and everyone gets a new card. To mix it up why not reverse the passing direction for another round of fun and laughter!

**Want To Play Again?**

**BATTERY INFORMATION**



- Telestrations electronic timer requires 2 x AG13/LR44 batteries (included).
- We recommend alkaline batteries for optimum performance.
- An adult should install the batteries and take note of the following –
- Insert the cover on the back of timer by using a cross head screw driver.
- Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and – markings inside the compartment.
- Do not mix different types of batteries, or used and new batteries.
- Do not recharge non-rechargeable batteries.
- 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 connection wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.

**Disposal of old electrical 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 local Civic Office, your household waste disposal service or the place you purchased this item from.



# Telestrations

Age 8+  
4-8 players

Welcome to Telestrations® – It's the game where you DRAW what you see, then GUESS what you saw!



**THE OBJECTIVE**

To laugh a lot and have fun with friends and family. Who knows you may even discover the inner artist in you!

**SETUP**

- Place the cards, electronic timer and clean up cloths in the centre of your group. (You can place the cards in the slot in the vac tray during play if you wish).
- Decide, as a group, which card everyone will be using, 'THIS SIDE' or 'THAT SIDE' (and no there isn't any difference!).
- Each player take a sketch book, one marker pen and one card.
- Write your name on **page** 😊 of your sketch book.

**Now the fun can begin!**

# GAME PLAY

## 1 Getting a Word

- Decide, as a group, how to select words from each card, e.g. choose a colour from the card or let the youngest player choose.

**Note:** If there is a blank space on your card you get to make up any word(s) you like. If you see an underlined category such as 'TV SHOW', you get to make up any word(s) associated with TV shows.

- Next each player turns to **page** 😊 in their sketch book and secretly writes their word.

Your word



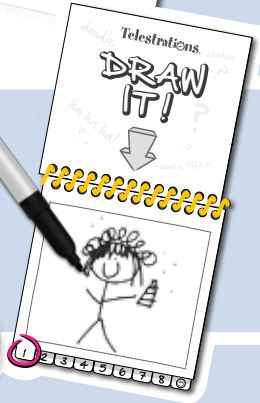
## 2 Draw It!

- All players go to **page 1 DRAW IT!** in their sketch books.
- Press the timer once to start.
- Each player now has 60 seconds to secretly draw their word. When time is up everyone **must stop** immediately as it makes for a funnier game.

**Note:** The timer will bleep and flash at 10 second intervals until it reaches 55 seconds. It will then bleep and flash every second until your 60 seconds are up!

- All players close their sketch books and pass to the player on their left.

press



## 3 Guess It!

- Now all players turn to **page 2 GUESS IT!**
- Press the timer once to start.
- Each player now has 60 seconds to secretly flip back to **page 1** to review the sketch and then write their guess on **page 2**.
- All players then close their sketch books and pass to the player on their left.

press



## 4 Round & Round it Goes

- Press the 60 second timer again and this time everyone turns to **page 2** to read the word then turns to **page 3** to secretly draw it. **Continue to sketch, pass & guess...**
- If playing with 4-7 players, close sketch books when you have completed the page number that is equal to the number of players, e.g. **page 4** if 4 players, and place back into the centre of the group. Shuffle before everyone picks up a new sketch book. Press the 60 second timer again and everyone now turns to the last page of play (the same as the number of players, e.g. back to **page 4** if 4 players) and looks at the word or sketch. Each player then flips the page over and draws or guesses as required.
- If playing with 8 players do not put the sketch books into the middle but continue to play until you complete **page 8**.
- On completing **page 8** look at the name on **page** 😊 and give the sketch book back to that player.

## 5 The Big Reveal!

- Ensure sketch books go back to their original player and get ready for the big reveal! Take turns flipping through your sketch books to reveal the journey of your word.



## What About Keeping Score?

If you'd like to keep score then there are two options to choose from. Use the score sheet on **page** 😊 to record points during each big reveal. A game is played in three rounds. After 3 rounds, total up your points and you have your winner!

### Friendly Scoring

After you reveal the outcomes in your own sketch book:

- Give 1 point to the player with your favourite drawing in your sketch book.
- Give 1 point to the player with your favourite guess in your sketch book.
- Give yourself 1 point if the last guess matches the secret word.

### Competitive Scoring

As you reveal the outcomes in your own sketch book. Everyone can score points:

- Guessers earn 1 point if their guess matches the secret word or previous guess.
- Sketchers earn 1 point if their sketch helps a guesser make a match.
- Give yourself 1 point if the last guess matches your secret word.



## HELPFUL HINTS

### Sketching Hints

No letters or numbers. Do your best to draw your word as it will lead to the most fun!

### Guessing Hints

Don't just put a question mark or leave the page blank. Write any guess... no matter how silly it may seem.

### Passing Hints

When you have finished sketching or guessing, flip forward a page and wait until all players are ready. Everyone passes open books at the same time.