Ages 12 and Up

REALLY BAD ART INSTRUCTIONS

3 to 6 Players

OBJECT

Be the first player to reach the Finish space by earning the most points.

SET UP

1. Each player chooses a mover and takes the seven guessing tokens that match their mover color.
2. Each player takes a pencil and a few sheets of paper from the drawing pad.
3. Place the movers on the Start space on the game board.
4. Turn on the timer and put the card box near it.



CONTENTS: 6 Movers, 1 Game Board, 250 Cards, 6 Pencils, 1 Electronic Timer, 42 Guessing Tokens, 1 Drawing Pad, Instructions

SCORING

Players get 2 points for putting the correct token on a drawing, **excluding** their own drawing. The "artist" of each drawing also receives 1 point for every other player who correctly identified the drawing. Move one space on the game board for each point scored.

ENDING THE GAME

If a player reaches the Finish space at the end of a round, the game is over and that player is the winner. If more than one player reaches the Finish space, then the player who went the furthest past the Finish space is the winner (go back to the beginning of the path and move that number of additional spaces).

Battery Information

The device uses three AG13 batteries. Follow these steps to replace the batteries. Batteries must be installed and removed by an adult.

- Turn device over; use a screwdriver to remove the cover.
- Insert the batteries as indicated.
- Replace the battery cover and tighten the screw.

WARNING: TO AVOID BATTERY LEAKAGE

Please follow these battery usage instructions. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

IMPORTANT: Please retain this information for future reference.

Battery Safety:

- Do not put the batteries in backwards.
- Positive (+) and negative (-) ends must be inserted in the correct directions following the polarity (+/-) diagram in the battery compartment.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Rechargeable batteries must be removed before recharging.
- Batteries must be installed and removed by an adult only.
- Rechargeable batteries must be recharged by an adult only.
- Remove exhausted batteries and dispose of properly.
- The supply terminals are not to be short-circuited.
- Do not try to recharge non-rechargeable batteries.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

BATTERY RECYCLING INFORMATION

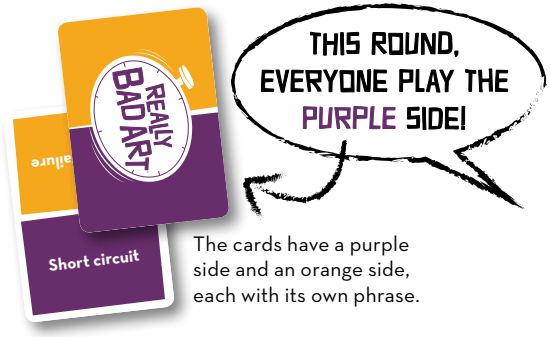
Help the environment by disposing of batteries responsibly. The wheelie bin symbol indicates that batteries must not be disposed of in domestic waste as they contain substances which can be damaging to the environment and health. Please remove exhausted batteries from the product and use designated collection points or recycling facilities when disposing of batteries.

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OPEN

GET READY

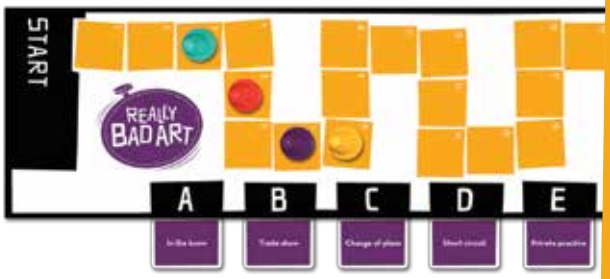
1. Each player draws one card and puts it **face-down** in front of them. **IMPORTANT: Do not look at your card yet!**
2. Before the round starts, one player selects which color will be used for that round, purple or orange. **All players must use that color.** Players take turns choosing the color for each round.
3. Turn your card so that the chosen color faces you.



The cards have a purple side and an orange side, each with its own phrase.

HOW TO PLAY

1. When everyone is ready, press the button on the timer. You will hear three **BEEPS**, then a **DING**.
2. When you hear the **DING**, look at the other side of your card, then place it back **face-down** on the table **without any other players seeing it**. Make a drawing representing the phrase. **Be quick, you only have six seconds!** When the timer **BUZZES**, players must immediately stop drawing and put their pencils down.
3. The player who picked the card color then does the following steps:
   - Collect all of the cards, keeping them face-down.
   - Draw a card from the card box (a "decoy" card), add it to the cards collected from the players, and mix them all together.
   - Turn the cards face-up. Assign a letter to each card by tucking it under the edge of the game board, as shown. You should only see the color selected for this round.
   - Arrange all of the players' drawings in the center of the table. It does NOT matter if you see which players drew which drawings. Because of the decoy card, there should be one fewer drawing than there are cards.



4. Every player places their guessing tokens **face-down** on the drawings (including their own) to guess which phrases they match. Place only one guessing token per drawing. Do NOT reveal or discuss your guesses.
5. One by one, each player turns over their token on their drawing to show the correct letter. Then all of the tokens on that drawing are turned over and points are scored. (See the **SCORING** section on the back page.)
6. Discard the cards to the back of the card box. Each player draws a new card, face-down, and a new round starts. (See the **GET READY** section.) Keep playing until a player reaches the Finish space.

OVER