EYETOONS®

GINGER FOX GAMES

RULES

Reading rules can be quite dull, so we've tried to make things a bit more interesting by hiding some song titles in these instructions. See how many you can spot, and have a go at naming the artists as well.

To see all the hidden answers, visit our website at www.playthattoon.com

WHAT'S IN THE BOX?

- Playing board
- 2 playing pieces
- Spinner
- 2 pencils
- Notepad
- Timer
- 360 challenge cards in three sets

WHAT'S NOT

- 1 set of enthusiastic, music-loving friends and family members
- Earplugs (protection for the ears against over-enthusiastic, tone-deaf friends – we all have them!)

LET'S GET IT STARTED!

The name of the game is to be the first team to get right round the board to the 'Finish' space by completing challenges and winning points.

Find yourselves a suitable table or flat surface, unfold the playing board and attach the spinner to the hole in the middle (the spinner comes apart for easy assembly). Unwrap the challenge cards and place each pack in the box, separated by the dividers. Make sure everyone can reach the box of challenge cards and place the playing pieces on the 'Start' space. Split into two teams (there's no limit to the number of players in each team) and let the rivalry begin!

HOW TO PLAY

The two teams take it in turns to play. The team with the largest combined shoe size goes first – let's get it on!

A player from the first team spins the spinner and takes a card from the relevant pack. (Note: if there is an answer on the back of the card, the player must take care not to reveal it.) At the same time, a member of the other team starts the timer. The first team has one minute – until the timer runs out – to complete the challenges on the card. At the end of the minute, the team scores points for correct answers and moves that number of spaces around the board. If the team scores nothing, they stay where they are.

Play then passes to the next team. Players on each team take it in turns to spin the spinner and carry out the challenges.

CHALLENGE CARDS

The challenges are split into three different categories:

Eyetoons Challenge

If the spinner lands on this symbol, the player draws a

card from the corresponding pack in the box and places it with the 'toon' facing up. Their team then have one minute to guess the artist and the song depicted by the 'toon' on the card. The team only have one chance to guess – it's tricky, so make the most of your 60 seconds – and they are allowed to confer. The team receives 2 points for the artist and 2 points for the song if guessed correctly.

Hum It! Challenge

If the spinner lands on this symbol, the player treats their teammates to a humming performance of the songs on the card, in any order, for their teammates to guess. De do do do, de da da das and la-las are allowed, but the players mustn't sing – no lyrics should pass their lips. Express yourself – enthusiastic complementary dance routines are welcomed. Try to perform as many of the songs as possible. If a player is having problems with a song, and there are three or more in the team, then two players can hum a duet, or the card can be passed to another teammate. But no player on the team who has seen the card can take part in the guessing. Eurovision eat your heart out! The team receives 1 point for each song title guessed correctly within the one minute (but nothing for the artists).

Draw It! Challenge

If the spinner lands on this symbol, the player has one minute to draw their own Eyetoon for each of the four songs on the card, for their teammates to guess, start with whichever song will rock your socks. Don't speak and try to avoid talking out loud – and no writing words or letters either! The team receives 1 point for each song title correctly guessed (but nothing for the artists).

If you have a particularly amazing drawing to share with us, tweet us @eyetoons (#playthattune #eyetoons).

ACTION SPACES

FAST-FORWARD SPACES

If a team lands on a fast-forward space, whatever score they receive on their next turn will be doubled. Double bubble – congratulations!

ALL-PLAY! SPACES

If a team lands on an all-play space, each team nominates a player and the relevant card is drawn from the pack, corresponding to the symbol on the space. Once both nominated players have seen the first challenge on the card, the timer starts and they both draw or hum the challenge for their team to guess. If, however, neither player knows the first hum challenge, they may agree to pick another song. The first team to guess correctly scores 4 points (don't be too shy, shout it out if you think you know it). Play then resumes as normal, with the next team taking their regular turn.

TO WIN

So the team that has bossed the game has arrived at the finish line – but it's not over yet. The opposing team gets to choose any challenge for the team on the 'Finish' space to attempt. If the challenged team scores 2 points they win the game and are free to celebrate enthusiastically. If they fail to score 2 points, then they have to wait until their next turn to have another go at winning. Each time a team has another shot at winning, a challenge from a different category is picked. Remember, the winner takes it all – there are no prizes for the loser!

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