

AGE
8-108



4-8



Doodle DELIRIUM™

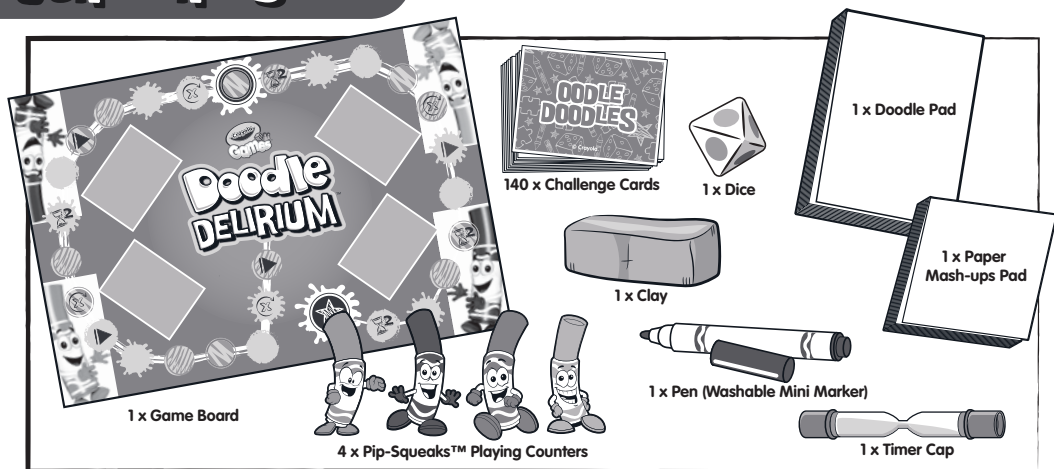


GAME GUIDE



THE DOODLING, MODELLING & GUESSING GAME!

CONTENTS



GET SET UP!

- 1 Open out the board. Get the dice, timer cap, pen, pads and clay ready.
- 2 Divide the cards into the 4 creative challenges. Make sure they are well shuffled and place them logo side up on the board.
- 3 Split into 2, 3 or 4 teams. Each team must have at least 2 people so there is always 1 person to doodle and a different person to guess.
- 4 Now for the most important part - choose your winning (you hope!) Pip-Squeaks™ playing counter and place it on the start space.



PIP TIP!

Start in the middle for a quicker game!



HOW TO PLAY

Turn to the back page for more information!



- 1** The team with the youngest member rolls first. You'll be moving counter-clockwise around the board.
- 2** Roll the dice. Pick up the colour challenge card that you've rolled.
- 3** Get the timer cap ready. If the challenge requires a pen, put the timer cap on the end of your pen for when you start to doodle. If it's a non-pen challenge, use the timer by placing it on the table surface. Turn the timer when you are ready to start the challenge!
- 4** Select and complete one challenge on the card. If your team guess correctly in time, you can move to the colour space of the challenge you have just completed. If your team doesn't guess it correctly, you stay put!

Q: What happens if I land on one of the special spaces?

A: You only play these when it is your turn and your counter is on the space.

WHAT TO DO ON THE SPECIAL SPACES



ALL PLAY

The other team can guess too. If they guess correctly first, they move to the challenge colour instead of you!



DOUBLE TIME

Flip the timer twice to get double the time - Yippee!



MOVE BACK

If you get it wrong, move back one space.

HOW TO WIN!

The most important part!

DOUBLE THE DELIRIUM!!!

You will roll your way into the Doodle Delirium zone by completing the last colour challenge.
eg. If you roll an orange and there is no orange left on the board.

Now you're in the zone. On your **next turn** roll the dice **twice** to determine your **2** challenges.

Pick the **2** cards for your challenges and complete **both** of them in the time limit to win!

Will you be **VICTORIOUS** or go **DELIRIOUS?!** If your team doesn't guess correctly, stay put and on your next turn roll again twice. Repeat until they guess correctly!



CARDS

HOW TO READ THE CARDS



PIP TIP!
Don't choose a word already played!

ROUND TITLE

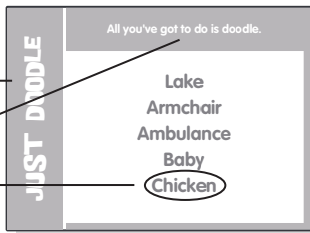
Say this out loud to everyone!

ROUND DESCRIPTION

Say this out loud to everyone!

PICK ONE WORD TO PLAY

Don't tell anyone this!



CHALLENGES



ODDLE DOODLES™

JUST DOODLE

All you've got to do is doodle

NO PEEKING

Close your eyes while drawing

OPPOSITE HAND

Use your opposite drawing hand

TAKE OVER

Take control of your team mate's drawing hand



SCRIBBLE RIDDLES™

SAY WHAT?!

Draw the expression

POP ROUND

Draw the movie, song or famous person



MODEL MADNESS™

JUST MODEL

It's just you and the clay - now go win!

ONE HAND

Place one hand behind your back and go model

LETTERS

Model the letters to spell the word



PAPER MASH-UPS™

NO PEN

Use 1 paper sheet to rip, scrunch or fold your way to victory

PAPER 'N' PEN

As above. Use 1 paper sheet to rip, scrunch or fold your way to victory. Then add detail with the pen

DOS AND DON'TS

DO

- Use the doodle pad
- Use the timer cap on the pen
- Use more than one sheet of paper if needed
- Take turns at being the doodler
- Tell your team the round title and description written on the card

DON'T

- Draw letters or numbers
- Speak or gesture

DO

- Use the doodle pad
- Use the timer cap on the pen
- Use more than one sheet of paper if needed
- Take turns at being the doodler
- Tell your team the round title and description written on the card

DON'T

- Draw letters or numbers
- Speak or gesture

DO

- Use the clay, as much as you like
- Use the timer cap on the table
- Take turns at being the modeller
- Tell your team the round title and description written on the card
- For 'JUST MODEL' + 'ONE HAND' you can act out with your creations to help your team to guess, but remember no speaking!

DON'T

- Speak

DO

- Use the paper mash up pad
- Use the timer cap on the table
- Take turns at being the paper masher
- Tell your team the round title and description written on the card
- You can act out with your creations to help your team to guess, but remember no speaking!

DON'T

- Use more than one sheet!
- Draw letters or numbers
- Speak

WASHING & CARE INFORMATION:

Crayola Washable Markers wash from skin and most washable clothing. Wash promptly in hot wash cycle. Do not use prewash or chlorine bleach. Repeat laundering may be required.

Keep away from wallpaper, painted walls, finished and unfinished wood, vinyl, carpeting and other materials that cannot be laundered.

STAIN ADVISEMENT:

Crayola modelling clay contains colourants that may stain.

QUALITY GUARANTEE

Vivid guarantees the quality of this Crayola product. If this product does not perform properly, please contact us.

In the UK, call 01702 208170, weekdays 9 AM-5 PM local time.
In Australia, call Crayola AU at 1-800-657-353, weekdays 9 AM-4 PM AEST.



WARNING!

Not suitable for children under 36 months due to small parts. Choking hazard.

CAUTION ADULTS PLEASE NOTE:

Remove all packaging before giving this toy to a child. Please retain this sheet for future reference. Colour and specification may vary from the product shown on this packaging. Read instruction sheet before use.

Made in Ireland C05911020

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REMEMBER TO SEPARATE ALL MATERIALS BEFORE RECYCLING



CARD & PLASTIC: Widely recycled.



OTHER: Not currently recyclable.



To find your nearest recycling facilities visit: www.recyclenow.com

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