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ARTWORK SPECIFICATIONS: IFU

DATE 12 / 06 / 23
DESIGNED BY MC
REVISED BY **

INFORMATION

MASTER CODE 100315 VERSION # 1
DESCRIPTION Celebrity sketches IFU

CUSTOMER Kmart
FACTORY CODE 0843

DIMENSIONS (MM)

PRODUCT Height:179 x Width:90

MATERIAL

☒ SPECIFIED ON SPEC SHEET

☐ OTHER: xxx

☒ FSC® REQUIRED 

COLOUR



- ☒ CMYK
☐ PMS (SEE PANTONE BOX FOR DETAILS)
☐ WHITE INK

Celebrity Sketches

AIM OF THE GAME:

To be the first team to win 5 cards by drawing and guessing celebrities.

BEFORE YOU BEGIN:

- Separate the celebrity and action cards into two separate piles.
- Shuffle each pile and place them face down in the centre of the table.
- Players should divide into teams of two or more players.

HOW TO PLAY:

- The youngest player takes a card from the top of each pile. This will give the player a celebrity and action to draw.
- This player has one minute to draw the celebrity doing the action which is timed using sand timer provided.
- If the opponent guesses the celebrity and the action correctly within one minute, they win both cards, and should place them on the table in front of them. If they guess either the celebrity or the action but not both, then they win one card and should place it on the table in front of them.
- Any cards that are not correctly guessed should be placed at the bottom of the pile in the centre of the table.
- Player should then pass to the team on the left.
- The above gameplay will then continue until one team collects 5 cards. This team is the winner!!

179mm



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IMPORTED FOR KMART STORES IN
AUSTRALIA AND NEW ZEALAND

WARNING! Not suitable for children under 3 years.
Contains small parts which may cause a choking hazard.

90mm



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ARTWORK SPECIFICATIONS: IFU

DATE 16 / 06 / 23
DESIGNED BY MC
REVISED BY MT

INFORMATION

MASTER CODE 100316 VERSION # 1
DESCRIPTION See it Say it IFU

CUSTOMER Kmart
FACTORY CODE 0843

DIMENSIONS (MM)

PRODUCT Height:179 x Width:90

MATERIAL

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CHAOTIC CHARADES

.....and ACTION!

AIM OF THE GAME:

- The first team to collect 60 points is the WINNER!
- If the team correctly guess the phrase within a minute, play stops and the team should place the corresponding card on the table in front of them.

BEFORE YOU BEGIN:

- Shuffle the cards and place them face down on the table.
- Players are to divide into teams with a minimum of 2 players in each, and a maximum of 4 teams.
- Players should choose to play either blue or black cards.

HOW TO PLAY:

- The team with the youngest player should start. The team should nominate one of their players to be the actor. The actor is to take the top card from the pile and read the phrase.
- The actor is to attempt to act out the phrase on the card using gestures. The player that is acting must not speak or make sounds.
- The teams have one minute to guess the phrase which is timed with sand timer included.
- At any time during the challenge the team may choose to forfeit one point to make the challenge easier. To do this they will need to roll the dice and follow the instructions below:

IF DICE LANDS ON:



RED = DRAWING: the actor can create a drawing using the paper and pencil.



BLUE = SOUND: the actor may make one sound. The sound may not be a word, but can be any noise.



YELLOW = FIRST LETTER: the actor may give the first letter of one of the words.



GREEN = RHYME: the actor may say a word that rhymes with one of the words.



WHITE = WORD: the actor may say one of the words.



BLACK = TIME: the team get an additional minute to complete the challenge.

- Teams win 5 points if they complete the challenge without rolling the dice.
- Teams forfeit one point for every roll of the dice.
- If the team correctly guess the phrase within a minute, play stops and the team should take the corresponding number of cards and place them on the table in front of them.
- If the team fail to correctly guess the phrase in a minute, they are to place the card at the bottom of the pile.
- Play should continue as above with all teams taking their turn to complete CHAOTIC CHARADES.



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MASTER CODE 100317 VERSION # 1
DESCRIPTION Liar Liar IFU

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AIM OF THE GAME:

To be the first player to win 10 points.

BEFORE YOU BEGIN:

- Shuffle the cards and place them face down on the table.
- Players are to divide into teams of 2+ players and multiple teams can play.

HOW TO PLAY:

- The team with the youngest player should start. The team reads out the question and the correct answer highlighted from the multiple choice options on the card. If no player disagrees, it is the next player's turn to read out a question.
- Each card contains two bluff answers. If the player decides to bluff, they must read out the question and use one of the bluff answers.
- If no other player detected that it was a bluff the player wins a point. If a player detects it's a bluff answer, that player wins a point. The first player to collect 10 points wins.



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SEE IT. SAY IT!

BEFORE YOU BEGIN:

Can be played with 2+ players against each other or in teams

Shuffle the cards and place them in a pile with the picture side facing upwards

HOW TO PLAY

1. The youngest player plays first and takes a card from the top of the pile and displays the front of the card to the other players.
2. The other players should study the card and call out what they think the pictogram represents.
3. The answer is on the reverse of the card which the person guessing cannot see.
4. The first player to call out the correct answer wins. The card is then handed to this player who should display it in front of them.
5. The next player to pick a card is the one to the left of the youngest player and repeats the above process.
6. If no player correctly guesses the pictogram within a minute, the card is then discarded and another card is taken from the pile to re-guess.
7. The first player to correctly guess five pictograms and collect five cards is the WINNER!



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