



# What a Performance!

Can you pretend to be a drummer, talk like a pirate or cross your eyes?  
If you can't, use the magic decoder to reveal your hidden forfeit  
in this fun performance game for all the family!

## Contents

- 1 jigsawed game board
- 100 activity cards
- 1 two-part spinner (separate the plastic arrow from base and attach to spinner board)
- 1 sand timer
- 1 card holder
- 1 performance star
- 4 character stands
- 4 playing pieces
- 1 dice
- 1 magic decoder

### Setting up the game

Assemble the card holder as shown, shuffle the cards, and put them inside the card holder, backs visible.



Assemble the playing board.

Each player chooses a playing piece and inserts it into the matching coloured stand. Players place their playing piece on the 'Start' arrow.



Put the spinner, timer, star, dice and decoder where everyone can reach them.



### 1 To play

The youngest player starts by rolling the dice and moving their playing piece the number of spaces shown.



### 2 If you land on 'Act', 'Say' or 'Do'

If you land on 'Act', 'Say' or 'Do', take a card, **read aloud the relevant challenge**, then perform it. Once you have performed the challenge, play then passes on.



When a challenge shows a star, you must use the performance star to complete it.



When a challenge shows the 'Guess' logo, read the challenge without telling anyone what it is. Start the timer and perform the challenge while the other players try to guess what it is. The first player to guess correctly moves forward one space.

If nobody guesses what it is, if you can't successfully complete the challenge, **or if you don't want to**, you must carry out the forfeit shown on the back of the card by using the magic decoder. Play then passes to the next player.

### 3 If you land on '?'

If you land on a question mark, you must carry out a forfeit!

Take a card and read aloud the forfeit on the back using the magic decoder. The forfeit is then carried out.

**Remember, forfeits can make you move forward as well as backward!**

Play then passes to the next player.



### 4 If you land on 'Spin'

If you land on 'Spin!', spin the spinner and perform the challenge or activity that the spinner points to.

If the spinner points to:

**You choose!**

Take a card and choose any challenge to perform.

**All together now!**

Take a card and choose a challenge suitable for everyone to perform at once. Start the timer, then **all the players** must perform this challenge at the same time! Play passes on when the timer has run out.



### 5 The winner

The winner is the first player to reach the 'Finish' star.

The winning player must **stand up and take a bow with the performance star** while the other players give them a round of applause!

N.B. Players **do not** need to throw the correct number to reach the finish.

### Playing in teams

**Play as above, choosing one player from your team to complete a challenge on each turn.**



When a challenge shows the 'Guess' logo, read the challenge without telling anyone what it is. Start the timer and perform the challenge while the other players on your team try to guess what it is. **The other team/s must stay quiet!**

- If your team guesses correctly, move forward one space.
- If your team does not guess correctly, or you don't want to perform the challenge, you must carry out the forfeit on the back of the card.

**The winner** is the first team to reach the 'Finish' star.