



Players: 4 or more
Ages: 8+ years

CONTENTS:

- Logo Timer
- Game Board
- 2 Playing Pieces
- Drawing Pad



- 180 Action Cards
 -Do It!
 -Draw It!
 -Describe It!



- 120 Reveal It! Cards



Instructions

OBJECT

Be the first team to reach the Logo Party Space and successfully answer a Reveal It! card to win.

SET UP

- 1) Divide players into two teams.
- 2) Put the game board in the center of the table.
- 3) Each team selects a Playing Piece and sets it on the board's START space.
- 4) Shuffle the rectangular Action Cards (Do It!, Draw It! and Describe It!) and replace them in their section of the card box. Do the same with the square Reveal It! cards, but make sure to **always keep the Reveal It! cards separate from the Action cards.**
- 5) Place the Card Box, Logo Timer, Drawing Pad and a pencil or pen next to the game board.

THE LOGO TIMER

The Logo Timer does two things:

- 1) It serves as a timer for ALL cards being played (See "Using the Logo Timer" at right);
- 2) It also serves as a Card Revealer for Reveal It! cards (See "Using the Card Revealer" on page 3).

HOW TO PLAY

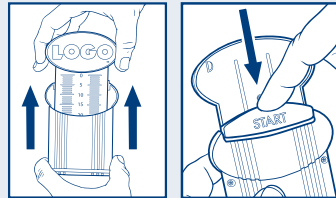
Choose which team goes first. Each team chooses a player on their team to be the first Card Reader. **The Card Reader should change after each card played.**

Card Readers follow this order each turn:

- 1 **Begin every turn by moving your team's Playing Piece to the next space on the game board.** (Playing Pieces can share the same space.)
- 2 Draw an Action Card and announce the card category (Do It!, Draw It!, or Describe It!). If your Playing Piece is on a Reveal It! space, draw a Reveal It! card instead (see "Reveal It! Cards," at right).
- 3 Find the brand on the card that matches the color of the space your Playing Piece is on. You must get your team to guess this brand. **Remember: All answers are brand names!**
- 4 Activate the Logo Timer, then give clues about the brand based on the card category (below).

USING THE LOGO TIMER

- Pull up on the blue logo until it locks into place.
- Press down on the START button on the back to start the timer.
- When the timer bell "dings," time's up!



CARD CATEGORIES

- DO IT!** Act out clues to your team about the brand. **No talking or singing** allowed!
- DRAW IT!** Use a pencil and paper to draw clues about the brand. You can **draw anything** you want to, but you can't use letters, words or numbers.
- DESCRIBE IT!** Describe the brands to your team, one by one, **without saying the brand name** (or any portion of the name), "sounds like" or "rhymes with."

NOTE: Your team must get both brands in order to win the card.

ANSWERING A CARD CORRECTLY

If your team guesses the brand(s) before time runs out, move your Playing Piece one space, draw a new card from the deck, reset the Logo Timer, and continue playing.

NOT ANSWERING A CARD

If your team doesn't guess the brand(s) before time runs out, your team's turn ends. Return all played cards to the back of the card box. It's now the other team's turn. They move their Playing Piece one space and draw a new card.

REVEAL IT! CARDS

If your Playing Piece lands on a Reveal It! space, draw a card from the square Reveal It! deck, and insert it into the Logo Timer (see below). **DO NOT** show the card image to either team. This is an **ALL PLAY** category: Both teams play simultaneously, and the first team to shout out the **brand** pictured wins the card. (The Card Reader does not play.)

The answer to the image is printed at the bottom of the card. Make sure you don't reveal the answer to the other team when drawing the card.

Using the Card Revealer:

- Pull up on the blue logo until it locks into place.
- Slide a Reveal It! card into the two slots behind the blue logo with the card back ("Reveal It!") side facing you.
- Place the timer where both teams can see it.
- Press down on the START button on the back to start the timer. The card image will slowly reveal itself.



- If your team is the first to figure out the logo's brand, move your team's Playing Piece one space on the board, then draw a new Action card to play.
- If neither team figures out the logo even after it's completely revealed, neither team advances. The game continues with the other team moving their Playing Piece, drawing a new card and continuing play.
- If both teams shout out the correct brand at the same time, draw a new Reveal It! card and try again.
- For an extra challenge, randomly place cards in the timer upside-down or sideways!

WINNING THE GAME

Once a team reaches the Logo Party Space, they must draw a new Reveal It! card and successfully figure it out to win. But here's the catch: While on the Logo Party Space, the OTHER team can answer first and steal the turn!

- If the team on the Logo Party Space is first to guess the brand, they win!
- If the other team is first to guess the brand, they get to move their Playing Piece one space, then continue their turn as in normal play. The team on the Logo Party Space must wait until their next turn to try and successfully answer a Reveal It! card first.

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