

## PERFORMANCE TIPS:

### **MOST IMPORTANT:**

Performing in front of an audience can be an exhilarating experience even if you have never done it before. Don't worry! You could well discover that you were made for the stage!

The first and most important thing to remember is - **perform with confidence**; even if you do not **feel** confident. If you **look** like you're in control you can make the most inept performance **seem** outstanding. Performing is like selling – if the audience feels good about the performer, they will feel good about the performance.

Choose the talent that best suits you. It is always better to pick an easier, lower scoring talent you **CAN** do, rather than a harder, higher scoring talent that might get you 'crossed off' early.

### **Physical Tips:**

- ★ Make sufficient space in front of you and assemble all the props you need – sounds simple, but it's easy to overlook a key prop and end up looking silly.
- ★ Handle the props and get a feel for their surface texture. You don't want anything to slip through your fingers because it's smoother than you expect.
- ★ Keep your shoulders back and your chin up – this body position gives the audience the feeling that you are in control.
- ★ Keep your eyes up – briefly making eye contact with judges and audience members throughout your performance.
- ★ Do not just look straight ahead – you'll look like a startled rabbit.
- ★ When looking at the audience, gently swivel your head around, don't look out of the corners of your eyes - this looks shifty and nervous.
- ★ Smile while you perform – as much as possible.

### **Expression:**

- ★ If you're singing – sing out! If you're talking - speak up. If you're acting - make your gestures wide and a little overdone. In a game like this there is no such thing as **OVERACTING**. But if you under-act, those crosses will light up very quickly.
- ★ Establish a rapport with your audience. You can take up a little time at the start of your performance by explaining in more depth about what you are going to do. This draws them in and makes them want to know what comes next.

### **Before You Start:**

- ★ When the judge asks if you are ready to start, you can take a few moments to collect your thoughts before you say "YES". Those few moments can be a precious breather that lets you consider your performance. For example:-
- ★ If you are impersonating a famous entertainer, give a few moments thought to which mannerisms people associate with that entertainer so you can exaggerate those actions during your performance.
- ★ If you are going to sing, run through the first couple of lines in your head. When you are singing, if you don't know all the lyrics simply carry on "la la-ing" – but with gusto! If you're funny, you can still stop the judges hitting that Big Red Button!
- ★ Before you play a tune on the kazoo, hum it to yourself to make sure that you know what you are going to play.

- ★ **ABOVE ALL – Don't take yourself too seriously.**  
**Have fun – be silly. It's only a game!**

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- Contents:** ★ Game Cards with 300 Talents  
★ 1 Board with Electronic Unit ★ 6 Playing Pieces  
★ Microphone with echo effect ★ Kazoo ★ Plastic Cups  
★ Balls ★ Origami Paper ★ Magic Playing Cards

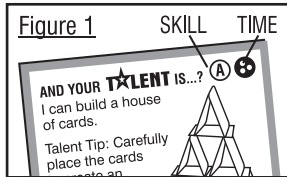
A Game for 2 to 6+ Players

## RULES FOR 4 OR MORE PLAYERS

### Preparation:

Insert 3x AAA batteries and switch on, (see page 2 for battery information).

- ★ Place the BGT Machine in the centre of the board.
- ★ Place the Talent Cards in a pile near the board.
- ★ Each player chooses a coloured playing piece and places it on the START segment of the board.
- ★ In these rules the person whose turn it is, is called 'the performer'. Their effort to entertain the judges is called 'the performance'.
- ★ After each performance play passes to the left.



**Figure 1** Talent Cards: (see figure 1)

Each Talent Card lists three 'talents' on each side. The top one is the easiest and the bottom one is the hardest. Each 'talent' has a SKILL rating from A to C and a target TIME of either 20, 40 or 60 seconds. These are represented by the symbols in the top right-hand corner of each card.

The higher the skill level and the longer the target time, the higher your possible score can be.

### The BGT Machine: (see figure 2)

The BGT machine has three kinds of buttons:-

- (1) The Big Red Button which you press to start a performance and which the judges press during a performance to light up their crosses.
- (2) The small SKILL and TIME buttons which match the symbols on the Talent Cards.

To start the game the player with the most recent birthday will be the first 'performer'.

### Starting A Turn:

The performer picks up the top card from the Talent Card pile. They take a few moments to choose one of the three talents from the side that was face down on the pile. They must then read out loud their chosen talent to the judges.

The performer must now press the SKILL and TIME buttons on the BGT Machine that match those of their chosen talent. The BGT Machine will confirm these levels as the buttons are pressed.

The three players to the performer's left will act as the three judges (any other players act as audience members venting their approval or disapproval). The middle judge will ask if the performer is ready. When the performer says, "Yes" the middle judge presses the Big Red Button to start the timer.

### The Performance:

The performer must now do their best to act out, perform or otherwise demonstrate their 'talent'. Perhaps they should chat amicably to the judges; perhaps explain their actions as if they were a keen presenter on a kids' TV show. Simply 'doing' the talent is unlikely to be enough. A performer must entertain the judges to have a chance of lasting to their target time.

As each judge runs out of patience, they press the Big Red Button to light up a cross.

If all three judges have pressed the Big Red Button (lighting up all three crosses) the BGT machine will make the URRHHH!!! sound to end the performance.

If a performer reaches their target time without receiving three crosses, their turn is ended by the CONGRATULATORY sound.

### Finishing A Turn:

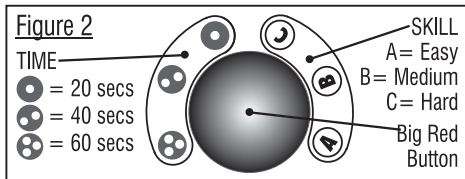
The BGT Machine will announce the performer's score and that player then moves their playing piece that number of spaces around the board.

If the Big Red Button is pressed again before the next performer presses the SKILL and TIME buttons the last performer's talent score will be repeated.

Place the Talent Card at the bottom of the pile. The player to the performer's left takes the next turn.

### Winning The Game:

The first player whose piece reaches (or passes) the winning space on the board is the winner.



## AMENDED RULES FOR 2 AND 3 PLAYERS:

With three players, one of the two judges can press the Big Red Button twice.

With two players, the single judge can press the Big Red Button three times.

## ADDITIONAL INFORMATION FOR THE RULES:

### Performing Your Own Talents:

Any performer can decide to perform a hidden talent of their own. They must inform the judges of this and what they are going to do. The SKILL level will always be (B) and the target TIME will be

(40) = 40 seconds.

### The BGT Machine Scoring System:

In case you're interested.... each score is calculated using: the SKILL level, the target TIME and the time taken by each judge to press the Big Red Button. A 60 second talent with a SKILL level of C has the potential for a top score of 9.

### Pressing The Wrong Button:

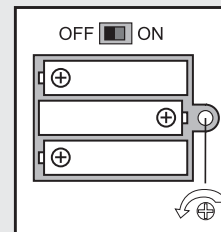
If the wrong SKILL or TIME button is pressed simply press the correct button that will override the error.

## SEE BACK PAGE FOR PERFORMANCE TIPS

### Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries, or new and used batteries.
- Use only AAA or their equivalent as stated.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

The normal function of the product may be disturbed by strong electro-magnetic interference. If so, simply reset the product by switching off then on to resume normal operation. In case the function could not resume, please use the product in another location.



### Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from, you should first check they are in an applicable scheme.

The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item.

You must take proof of purchase of your new item when returning your old product to the store.

Requires 3x AAA Batteries NOT INCLUDED. Please remember that small button cells and AAA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.

Contents may vary from those shown. Please retain this information.

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