

Articulate!

UNDER PRESSURE

AGES
12+ | 3-10
PLAYERS

CONTENTS

Inside the box you'll find:

- 1 x Electronic Game Unit
- 5 x Markers
- 250 x Playing Cards
- 60 x Scoring Tokens
 - 30 x 1-Point Tokens
 - 30 x 5-Point Tokens

GAME RULES

Welcome to the ultimate quick-thinking, shout-it-out, beat-the-clock party challenge!

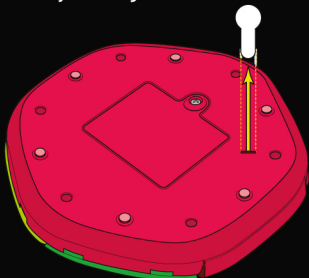
This is the electronic game where your brain races the timer... and your friends predict whether you'll fail or go all the way!

Play individually or in pairs.

How will you do under pressure? Let's play!

THE ELECTRONIC UNIT & TIMER COLOURS

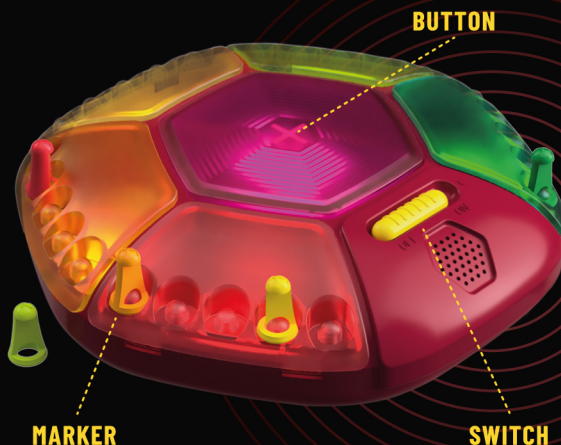
Remove the try-me tag from the back of the unit.



Slide the switch to the ON position.

When ready press the button to start. On each players turn decide which of the three game modes to play. Press the button again to select the chosen mode.

The unit will talk and guide you through the games.



The game unit lights up in a specific colour for each stage, always in the same order:

Stage	Time Limit
RED.....	25 seconds
ORANGE.....	20 seconds
YELLOW.....	15 seconds
LIGHT GREEN.....	10 seconds
DARK GREEN.....	5 seconds

Each stage gets faster, harder, and more intense as the colours change.

SCORING TOKENS

Players earn points by collecting scoring tokens:

- Use 1-point tokens for small scores.
- Use 5-point tokens when you score 5 points, or exchange 5 1-point tokens.

First player to reach 25 points wins, or play until all score tokens are used. The winner is crowned the fastest brain in the room!



GAME MODE 1: "5,4,3,2,Won!"

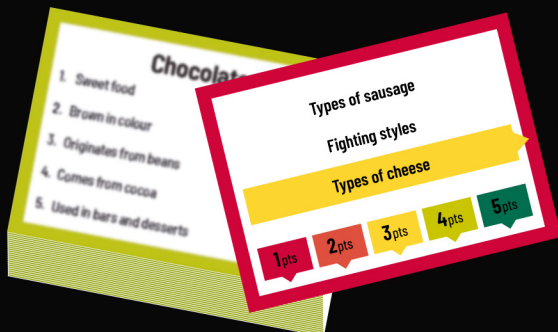
Can you name 5 of something in 25 seconds?
How about 4 more in 20?

In this game, players predict how many things related to a given topic the answering player can name before the timer runs out. The catch? They must do it in stages: first 5 things in 25 seconds, then 4 different things in 20 seconds. If they succeed, they continue with 3 in 15 seconds, 2 in 10 seconds, and finally 1 in 5 seconds.

In this race against time, the pressure builds up and simple answers vanish in a thought. Can you handle the pressure?

SETUP

1. Shuffle the cards, place the deck green side facing up.
2. Take one marker each.



3. Keep the scoring tokens and the electronic unit within easy reach of all players.

HOW TO PLAY

1. Choose one player to be the Answerer.
2. Have another player (the Reader) flip a card and choose **ONE** of the three topics.
3. The Answerer must name things that relate to the chosen topic.

For Example: Topic = Types of cheese
Answers could be:

Cheddar

Stilton

Brie

PREDICTION PHASE

Before the game begins, the chosen topic is shared with all players except the Answerer. Non-answering players then place their markers on the colour they think the Answerer will reach before the time runs out!

- Predict too high? Risky!
- Predict too low? Safe... but maybe not as rewarding!

THE COUNTDOWN CHALLENGE

Once predictions are made, the Reader says the topic aloud and presses the button to start the timer.

The Answerer must try to survive each stage:

RED (25s) : Name 5 things

ORANGE (20s) : Name 4 more

YELLOW (15s) : Name 3 more

LIGHT GREEN (10s) : Name 2 more

DARK GREEN (5s) : Name 1 more

The Reader presses the button after each completed stage. Keep going until they fail...or reach the end!

SCORING (FOR ANSWERING PLAYER)

The Answerer earns:

Stage	Points
RED (25s)	1 point
ORANGE (20s)	2 points
YELLOW (15s)	3 points
LIGHT GREEN (10s)	4 points
DARK GREEN (5s)	5 points

The Answerer only scores points for the stage they **COMPLETE**; not for all stages completed before that.

If they can't name 5 during Red, everyone scores 0.

SCORING (FOR PREDICTING PLAYERS)

After the round:

😊 Correct Prediction

If you predict exactly right, you score the same points the Answerer earned.

😞 Overestimate

If you predict a stage the Answerer didn't reach... You get 0 points. Ouch.

👍 Underestimate

If you predict a lower result than the Answerer reaches, you still score points up to your prediction. For example, if you predict Red but they reach Yellow, you score 1.

GAME MODE 2: "Last One Standing"

A fast-paced, first-to-answer face-off to name things related to the topic shown on the card.

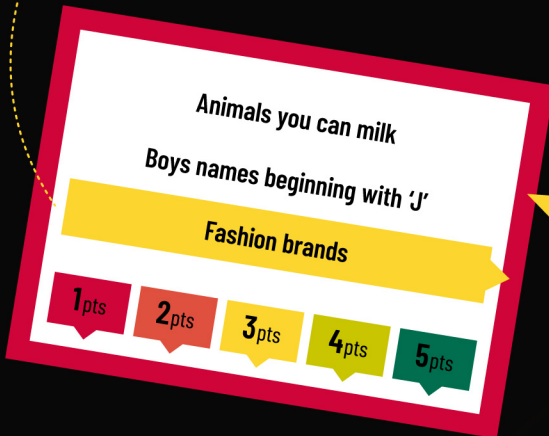
HOW IT WORKS

This mode is like Game 1, except:

- Everyone is answering
- Everyone must contribute
- If you fail to contribute, you're out!

HOW TO PLAY

1. Count down from three, flip a card to reveal the yellow-highlighted topic, and place it in view of all players.



2. Read the topic aloud and start the timer.
3. Shout out things that relate to the highlighted topic – this is a free-for-all!

Remember:

- Nominate a player to be responsible for pressing the button after each stage is complete.
- A total of 5 things that relate to the topic in the first stage (Red), a total of 4 things in the next stage (Orange) and so on.
- If you can't think of something in time, you're out.
- In the final stage (Dark Green), it's a race to answer first, as you need 1 more in 5 seconds!

THE TWIST

This is a race to survive and score more than your friends.

If you repeat an answer that has already been given, you are eliminated.

If one player completes the full stage (e.g., names all 5 things during Red), all other players are eliminated. Contribute to stay in the game!

SCORING

Scoring works the same as Game 1, but without the predictions!

Survive longer = more points

- If you are eliminated, you get points up to where you last contributed.
- If you go out in the first stage, you score 0.
- In the final stage, if two or more players give an answer at the same time, it is a draw and they each receive 5 points.

Dior

ASOS

Nike

Next

Zara

GAME MODE 3: "Take a Hint"

Can you guess the topic before it becomes obvious?

How many hints will you need to guess the topic correctly?

Can you guess 'Chocolate' from the hint: 'Sweet food' in 25 seconds?

More hints = less time to guess. Predict how many hints a player will need to correctly guess the topic.

HOW TO PLAY

1. Shuffle the cards, place the deck red side facing up.
2. Choose one player to be the Answerer.



3. Have another player (the Reader) flip a card, keeping it hidden from the Answerer. The card includes five hints, ordered from hardest to easiest.
4. Read one hint aloud at the start of each stage and press the button only when the Answerer correctly guesses the topic.

PREDICTION PHASE

Before the game begins, the topic and hints are shared with all players except the Answerer.

Non-answering players then place their markers on the colour of the hint they predict the Answerer will need to succeed.

SCORING (FOR ANSWERING PLAYER)

The Answerer has less time and earns fewer points the more hints they need:

Hints used	Stage	Points
1 Hint	RED (25s)	5 points
2 Hints	ORANGE (20s)	4 points
3 Hints	YELLOW (15s)	3 points
4 Hints	LIGHT GREEN (10s)	2 points
5 Hints	DARK GREEN (5s)	1 point

Quick answers score big!

The Answerer can make as many guesses as they like within the time limit of each stage.

The Answerer only scores points for the stage they COMPLETE. If they can't guess the topic during Red, everyone scores 0.

SCORING (FOR PREDICTING PLAYERS)

😊 Correct prediction = score the Answerer's points.

😞 Overestimate or underestimate = 0 points.

TO WIN EACH GAME MODE

Agree on a target score before playing (recommended: 25 points).

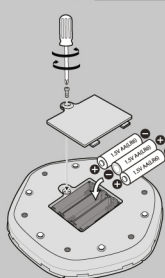
The first player to reach it is crowned...



The fastest brain in the room!

GOT IT? Press the button once to skip the instructions for each game mode. Double-press the button after the round ends to replay the same game mode.

EN



IMPORTANT: - Batteries must be removed, charged and inserted under adult supervision

- Do not attempt to recharge non-rechargeable batteries
- Take special care to ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product
- Remove exhausted batteries from product and dispose of properly
- Do not short-circuit the supply terminals
- Do not mix old (used) and new batteries or batteries of different types, e.g. alkaline, standard (carbon-zinc), rechargeable (e.g. NiMH), or batteries of a different make/brand
- Do not dispose of batteries in fire as they may explode or leak
- Rechargeable batteries are to be removed from the product before being charged



The wheelie bin symbol indicates the product and batteries must not be disposed of in domestic waste as they contain substances damaging to the environment and health. Please use collection points or recycling facilities.



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