



RULES OF THE GAME

- If they land on one of the main squares with a colored background in the center of the board (if they roll the number 1 on their first turn), the team must try to successfully complete the test. If they are successful, they can take a disc of the same color as the test square and place it on their gramophone marker.

When a team receives a disc on these squares, they will not have to do so again, although they may have to complete the test again, on their way towards other main scoring squares.

- If they land on a square with a picture of a dice, they can roll again and move the number of squares indicated on the dice in whichever direction they prefer.

AIM OF THE GAME

To successfully complete a test on each of the 5 main squares to score points, before heading to the center square to carry out the final test.

SETTING UP THE GAME

- The game is played in teams (from 2 to 5 people per team).



- Place all the elements in the game area as shown in the photograph.
- Each team chooses a gramophone marker and receives 5 score discs, one for each of the colors of the 5 tests.

- Roll the dice and the team that obtains the highest score starts the game. If 2 or more teams draw, they should roll the dice again.

THE GAME

The starting team rolls the dice and, starting from the center of the board (Party & Co. logo), they move their marker the number of squares indicated on the dice in whichever direction they prefer.

- If they land on a square corresponding to one of the 5 tests (given that the game starts at the center of the board, at the start of the game this would mean rolling a number between 2 to 6), the team must complete the test successfully within the time on the clock to keep their turn.

CATEGORIES



ONE, TWO, THREE

Brands, real or fictional characters and gastronomy.



MIME AND SOUNDS

Actions, films, series, songs, expressions, trades, real and fictional characters.



THE QUESTION

General knowledge questions.



LET'S DRAW

Things, living beings, places, real and fictional characters.



FORBIDDEN WORDS

Historical figures, celebrities, places and concepts.



On each turn, the corresponding team picks up a card from the deck. If the team completes the test successfully, they keep their turn and roll the dice again.

If they do not complete it successfully, the turn passes to the team on their right.

During the same turn players may change direction when their marker comes to a crossing or on each new roll of the dice, but they may not move backwards on the same roll. They must always move the number of squares shown on the dice.

HOW TO CARRY OUT TESTS CORRECTLY



1 ONE, TWO, THREE

At the command of “1, 2, 3”, two players from the same team must shout out a name corresponding to the theme proposed on the card and get the same answer. Own brands are not allowed.



2 MIME AND SOUNDS

One of the players from the team must get the other team members to guess the action shown on the card through mime. **SOUNDS AND ONOMATOPOEIAS** related to the word may be used.



3 THE QUESTION

One player asks the question to the rest of the team, who must give **ONE SINGLE ANSWER**. The team must decide who will answer, although they may discuss their answer beforehand.



4 LET'S DRAW

The player must get the other team member(s) to guess the name shown on the card through simple strokes or drawings, but **WITHOUT TALKING, MAKING SOUNDS, GESTURING OR WRITING LETTERS OR NUMBERS**.



5 FORBIDDEN WORDS

The team member(s) must guess the name of the real or fictional character based on the explanations given by the player carrying out the test, **WHO MUST NOT SAY ANY OF THE 4 FORBIDDEN WORDS, OR ANY OF THEIR DERIVATIVES. INITIALS OR ABBREVIATIONS MAY NOT BE USED**. In either of these two cases, the team automatically loses their turn.

WARNINGS

- On each turn, the maximum allowed time is 30 seconds.
- On each turn, a different player should carry out the test.
- On each turn, only one player should carry out the test for their partner or team members (except in the case of “ONE, TWO, THREE”).
- Each time a test commences, the sand timer must be turned over.

The rest of the teams must monitor the time and make sure that their opponent's answer is correct.

- Except for “THE QUESTION” and “ONE, TWO, THREE” tests, team members can give as many answers as necessary during the 30 seconds.
- The player or players who will answer cannot look at the card or the test that they have to guess; all other players may.
- More than one marker cannot land on a square at the same time. If a team is not able to move forward for this reason, they lose their turn.
- Players **MUST NOT** move over the center square to get to the other side of the board. Therefore, in order to land on a main square to obtain the score discs, they must roll the exact number on the dice from any other square.
- Remember: you only pick up a score disc when carrying out a test on one of the main squares. There is no set order to obtain the score discs.

END OF THE GAME

Once a team has stacked all five colored discs on their gramophone turntable, they must reach the center of the board (Party & Co. logo) to try to win the game. The other teams pick up the next card from the deck and agree on the theme for the final test.

If the team completes the test successfully they win the game. Otherwise, they must wait in the center of the board until their next turn to try again.

There may be more than one team in the center trying to win.

TIPS

The 5 tests are represented on the first square of each of the 5 paths leading from the center of the board. Therefore, players can always choose their desired theme on the first turn, by choosing the preferred path and moving the number of squares shown on the dice.

The players must agree on the level of accuracy of answers.

The game can also be played with a minimum of 3 players. In this case, 2 teams of 1 single player should be formed, and the third player will be the person to complete the tests and read out the questions for the whole game. In the “ONE, TWO, THREE” test, this person will pair up with the corresponding player.

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Keep these instructions for future reference.

Illustrations:

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