



RULES OF THE GAME

1. AIM OF THE GAME

To be the first team to reach the end square and successfully complete the final test.

SETTING UP

- Divide players into teams (maximum 3 teams of 2 or more players). Teams can include only adults, only children, or both, you decide.
- Choose which side of the board to use:

Normal game: 50 min approx.



Short game: 25 min approx.



Place all the components on the board, as shown in the picture below.

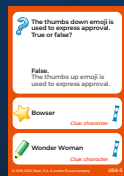
- Each team should choose a Partymarker and place it on the start square.

The team with the lowest combined age starts the game.



2. THE GAME

On your turn, roll the dice and move your team's marker to the corresponding square, completing the test shown on the square. You can read a description of all **THE TESTS** on the reverse side of these instructions.



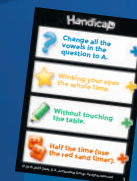
There's a special deck for children...



... and one that the adults will use.

• IF THE TEAM COMPLETES THE TEST SUCCESSFULLY, they pick up a **Handicap Card** and continue to play, but with the **added difficulty of the Handicap** for their next test, making it more difficult to complete.

• IF THE TEAM FAILS THE TEST, it's now the next team's turn. Return any Handicap Cards to the bottom of the deck.



HANDICAP CARDS

- Pick up a Handicap Card each time you successfully complete a test.
- Add the difficulty(ies) of the Handicap to the next test.



Mime: Impersonate Dracula
+
Winking your eyes the whole time
+
Use another player as a puppet for your impersonation

In this example, the team is going to play for the 3rd time during their turn. They roll the dice and land on the Mime square, so **they must complete their test with the 2 added Mime difficulties shown on the Handicap Cards.**

3. END OF THE GAME

When a team reaches the end square, they must successfully complete the final test to win. They pick up **3 Handicap Cards** and the opposing players decide which of the 4 tests they should complete, **with the added difficulties of the 3 Handicap Cards.**

- If they complete the test successfully, they win the game.
- If they fail the test, they lose their turn until the next round, when they will try to complete another test but with **one less Handicap card, eliminated at random.**



THE TESTS



QUESTIONS

A player from an opposing team reads the question. The team whose turn it is must give a **SINGLE ANSWER** that they all agree on.



MIME

One of the players must mime to get their teammates to guess what is shown on the card, before time runs out. **SOUND EFFECTS AND ONOMATOPOEIA** related to the word may be used.



DRAW

One of the players must use simple strokes or drawings to get their teammates to guess what is shown on the card, before time runs out. The player must not **TALK, GESTURE, MAKE SOUNDS OR WRITE LETTERS AND NUMBERS.**



PARTYCUBES

Two teammates stand up and throw the 3 Partycubes to the floor. They must **PICK UP A PARTYCUBE AND HOLD IT BETWEEN THE PARTS OF THE BODY SHOWN ON THE CUBE WITHOUT DROPPING IT. THEY MUST DO THE SAME WITH THE SECOND, AND THEN WITH THE THIRD CUBE** before the time runs out.



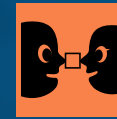
DICE

Roll again.

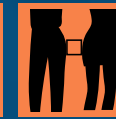
Hold the Partycubes **BETWEEN** these parts of the body:



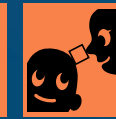
Knee & Knee



Nose & Nose



Hip & Hip



Nose & Head



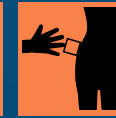
Hand & Ear



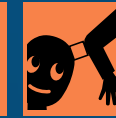
Knee & Hand



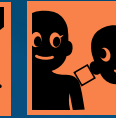
Hand & Calf



Hand & Hip



Head & Elbow



Ear & Shoulder



Elbow & Ear



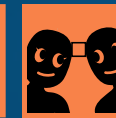
Knee & Calf



Calf & Calf



Hand & Back



Head & Head



Thumb & Nose

TOP TIPS

- * Different players on the team should take turns to complete a test.
- * Except when answering a Question test, teammates can call out as many answers as necessary during the allotted time.

INDIVIDUAL GAME MODE (Maximum 3 players)



The individual game mode follows the same steps as the team mode, with the exception that when completing the test, the player whose turn it is will need **help from the player sitting to the right, who will act as a team member.**

- If they complete the test successfully, both players roll the dice and move forward. The player whose turn it is plays again with help from the same player, adding a Handicap.
- If they do not complete the test successfully, the turn passes to the next player.

END OF THE GAME

The first player to reach the end square wins the game.

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Keep these instructions for future reference.

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WARNING:
CHOKING HAZARD -- Small parts.
Not for children under 3 years.