



SHOCK YOU!

Instructions

- **Setting up:** Divide players into **2 teams**. Place the "**Shocknut**" and the deck of cards in the center of the playing area. Choose which team will start.
- **The game:** One player from the playing team picks up a card and reads it. Press the button on the "**Shocknut**" to begin the test.

There are **3 types** of card tests:

Think Fast

Answer **5 questions as quickly as possible** (it doesn't matter if the answer is right or wrong).

Linked Words

Give answers related to a specific topic without repeating them.

Definition Duel

Define concepts, characters, objects, films...

- **Turns:** During their turn, the team or player who successfully completes the test before the time runs out on the "**Shocknut**" **keeps the card**.
- **Who wins?** The first team to **7 cards** is the winner.

THE "SHOCKNUT"

Turn on the "**Shocknut**" and choose the mode in which you want to play:

- Sound only 🎵
- Mild shock ⚡
- Big shock ⚡⚡

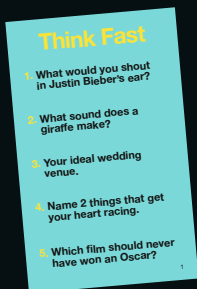


Click here to activate the "**Shocknut**" before the start of each test.

• The Tests

Think Fast

- **Two players from the same team** take part in this test. One reads the questions on the card and the other player answers each of them **as quickly as possible**.
- **It doesn't matter whether the answers are correct.** You can answer the first thing that pops into your head, but you cannot repeat the answers or "yes" or "no".



Example:

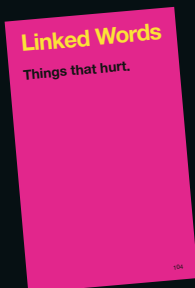
What was the last film for which Leonardo DiCaprio won an Oscar?

- Snow White.

- You win the card if the player answers all of the questions before the **"Shocknut"** shocks them and/or the music runs out.

Linked Words

- **All players** take part in this test. A player from the playing team reads the topic of the card out loud, activates the **"Shocknut"** and gives an **answer related to the specific topic**. If successful, the **"Shocknut"** is passed to a player from the other team, and so on from one player to the next.
- Answers must be relevant to the topic and cannot be repeated.



Example:

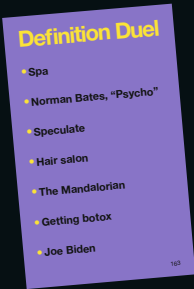
Topic: Things that hurt

- A pinch on the boob
- Standing on a piece of Lego
- Running out of battery when on the toilet
- Losing your headphones
- Your partner leaving you...

- The team that doesn't get a shock from the **"Shocknut"** and/or completes the test before the music runs out is the winner.

Definition Duel

- **One player** is chosen from each **"team"**. The player from the playing team reads the first word on the list on the card to themselves and then activates the **"Shocknut"**. They have to **define** the word for their team to guess. If successful, the **"Shocknut"** is passed to the chosen player of the opposing team, who repeats the same process with the second word.
- Proper names, synonyms or derived words cannot be used.



Example:

Podcast

- It's like an Internet radio program that has become fashionable, which you can download and listen to whenever you want on different platforms...

- The team that doesn't get a shock from the **"Shocknut"** and/or completes the test before the music runs out is the winner.



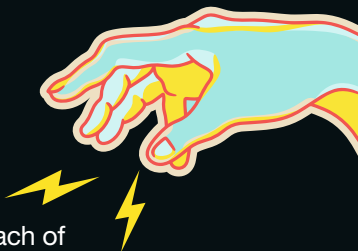
The **"Shocknut"** must always be activated before starting a test.

The **"Shocknut"** must be held by the player carrying out the test and always with both hands.



Recommendations

- **Party & Co™ Shock You!** is all about having fun, so you can change the rules and play the tests however you please.
- If a player intentionally passes or throws the "**Shocknut**" out of reach of another player, they lose the test. Try to avoid dropping it on the ground as far as possible so as not to damage it.
- The use of the "**Shocknut**" is exclusively for playing **Party & Co™ Shock You!**




WARNING! This is not a toy. This is a novelty gift item that must only be used with this game and it is not intended to be used as a toy by or on persons under the age of 16. This item **EMITS ELECTRICAL SHOCKS**, do not use this product on anyone suffering from epilepsy and/or a heart condition. Do not use this item on anyone that has a pacemaker installed, as this may cause interference. Do not use if you are pregnant. Keep out of reach of Children. Retailers must NOT remove the item from packaging for demonstration use. The manufacturer will not take responsibility for the breach of this condition.

Use 2 x 1.5v type AAA batteries. Batteries not included.

Keep these instructions for future reference.

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