



RULES OF THE GAME

OBJECTIVE

To successfully complete a series of tests in pairs, and to be the first team to reach the end.

SETTING UP

1. Place the board, the sand timer, the whiteboard and the erasable marker in the game area. Make sure the sand timer can be seen clearly.
2. Get into **teams of 2 players**. Each team chooses a marker and places it in the center of the board.
3. Choose whether to play the **easy** or **medium** level. Place the cards with **the chosen side face down**.



Choose the side of the cards with the orange border to play the easy level.



Choose the side of the cards with the purple border to play the medium level.

4. The team that scores the highest number after rolling the dice starts. The turn then passes clockwise from left to right.

HOW TO PLAY

The team with the highest score starts. The team rolls the dice and moves the marker starting from the path indicated by the arrow.

- If they land on one of the squares corresponding to a test, the team will have to complete the test successfully to keep their turn.
- 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, always moving forwards.

THE TESTS



STROKES AND DRAWINGS: Using simple and clever strokes, draw objects, professions, places or characters.



MIME AND GESTURES: Describe actions, films or television series through gestures.



LIP READING: Try to get your teammates to guess the animal by moving your lips only.



DEFINITIONS: Define concepts, objects, professions, places or characters without using the actual word or any of its derivatives.



QUESTIONS: Correctly answer all types of questions.



On each turn, the corresponding team picks up the card on the top of the pile. 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 next team.**

END OF THE GAME

The first team to pass the end square is the winner. It is not necessary to roll the exact number on the dice.

HOW TO CARRY OUT THE TESTS



STROKES AND DRAWINGS: The player must get their partner to guess the name of the object through strokes and drawings, but **without talking, gesturing or writing letters or numbers.**



MIME AND GESTURES: The player whose turn it is must try to get their teammate to guess what is shown on the card through mime and gestures. **Sounds** that are related to the word **can be used**, but **without singing, saying words or whistling.**



LIP READING: One of the players will try to make their teammate guess the animal, **by moving their lips only. Whispering is not allowed. If the player whispers, the team will automatically lose their turn.**



DEFINITIONS: The aim is to define the word on the card without using the actual word or any of its derivatives. **If the word is used, the team will automatically lose their turn.**



QUESTIONS: A question will be asked by the player's partner and only **one answer** is allowed.



THE DICE: When the marker lands on this square the player can roll again.

REMEMBER

1. During the preparation of the game, you can choose whether to play the **EASY LEVEL** or the **MEDIUM LEVEL**. **The easy level is intended for the first games played or for younger players and the medium level for more advanced games or older players.** Older players can also play with a mix of cards

2. **The players on each team must take turns** to be the one to carry out the test and the one to do the guessing. Therefore, the player doing the guessing on one turn, must carry out the following test.

3. **The maximum time** allowed for each test is **30 seconds**. The sand timer should be turned over after reading the test shown on the card.

4. The other teams must **control the time** and make sure that the answer is correct.

5. With the exception of the **Questions** test, the player's partner can give as many **answers** as desired within the allowed time.

6. The player doing the guessing is the only player that **cannot look** at the card showing the test to be carried out.

7. More than one marker **may land** on the same square of the board at the same time.

8. **Markers can never move backwards** on the path.

9. The level of **accuracy of the answers** can be agreed upon by all players at the beginning of the game.

GAMEPLAY TIPS

- Party & Co.TM Junior is played in pairs. If there are **more than 8 players**, teams can be formed. In this case, the players on each team must take turns to carry out the different tests.

- In the case of **3 players**, two one-player teams should be formed, and the third player will be the person to carry out the tests and read out the questions for the whole game.

- **Party & Co.TM is for fun**, generally speaking you can adapt the rules for this purpose.

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WARNING:

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

