

Cut _____

Bleed _____

Rule sheet: 140 mm x 215 mm

Front

POINTS FOR EVERYTHING!

Goal: Be first to reach the "WIN" square

Contents

- 288 cards
- Game board
- 8 pawns
- 15 second sand timer

Setup (Just a little)

1. Put the board, sand timer, and a stack of cards (face down) on the table.
2. Each player chooses a pawn and puts it next to the board.

Gameplay

1. The youngest player goes first.
2. On a player's turn they will draw the top card from the deck, do what the card says and then discard it into a discard pile.
3. Play continues clockwise.

GAME END:

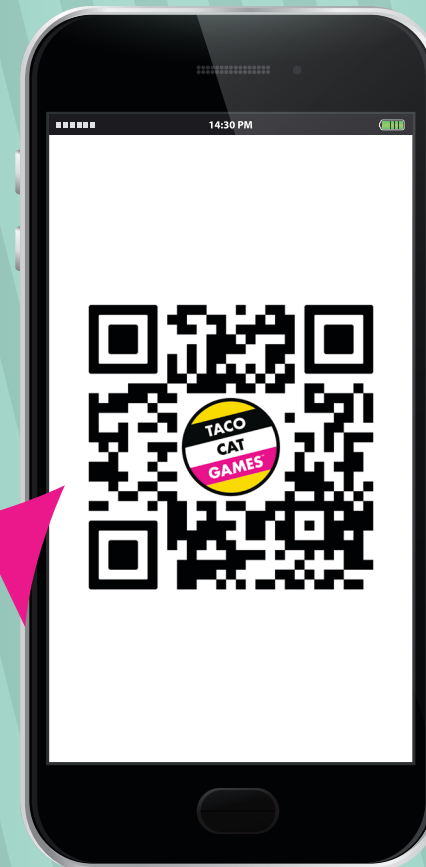
The first player to reach the "WIN" square wins. If multiple players reach it on the same turn, they share victory.

NOTE: this game is designed to allow you to cut to the fun part instead of reading a lot of rules. If you don't know what to do with a certain card, don't overthink it!

Card Types

- **You** – You (and sometimes others) get points for completing the task.
- **Everyone** – All players who complete the task get points.
- **Majority Rules** – All players choose between the 2 options, by holding up 1 or 2 fingers at the same time. Players in the majority earn points. In the event of a tie, the active player's (the one who drew the card) side wins.
- **Timer** – After reading the card, start the sand timer. Perform the task for 15 seconds, then score points accordingly. If playing with kids, you may double the time for them.
- **Keep** – These cards are challenges you can attempt on future turns (yours or another player's). Discard Keep cards only after completing and scoring them. **Note:** you may want to keep certain Keep cards face down.

Turn this sheet over to read the instructions 



**SCAN FOR
HOW-TO-PLAY
VIDEO!**

Published by:



Gameplay by:

**Ken Gruhl
Jeremy Posner**

Warning! Choking hazard – small parts.
Not suitable for children under 3.

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