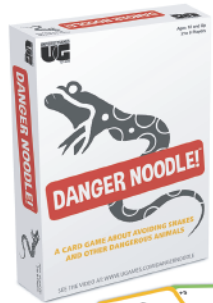


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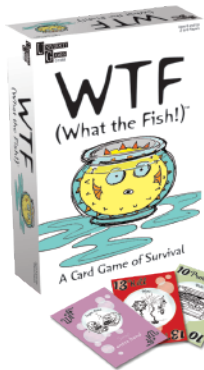
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INSTRUCTIONS

CONTENTS:

400 Cards
6-Sided Die

OBJECT:

Be the first team to earn 10 Cards.

SET UP:

1. Divide the Cards into 4 separate groups by category: Draw, Act, Bluff and Guess (*Draw will have three piles for its Who, What and Where Cards*).
2. Shuffle each deck and place the Cards face down where they are easily available to all players.

HOW TO PLAY:

1. The last team to have won a game goes first by rolling the Category Die. The Category Die has six sides, with the color of a corresponding category on each side. There are two sides of the Die with special functions:
SCREW YOU: The team to the left of the current team chooses the category.
STAR SYMBOL: The current team gets to choose any category.
2. One player from the team draws the top Card from the appropriate category deck and then either acts, draws or reads the Card depending on the category.
Note: When playing with only two teams, both teams participate on every Card.
3. Whichever team gets the answer first or earns the most points (*except for bluffing*) wins the Card.

CATEGORIES:

ACT

Each Card has two topics (TV show, movie, book, song). The player with the Card selects one and acts it out. With two teams, a player on the other team acts out the same charade at the same time. The first person to guess correctly wins the Card for their team. If no one guesses correctly, then a new Card is selected.

DRAW

This is also an all play. A player on each team draws for their team a person, location and action. The first team to get all 3 wins the 3 Cards. The players drawing get 30 seconds to draw and the guessers get 30 seconds to guess by writing down their guesses. If no one guesses all 3 (Who, What and Where), then whichever team (counting all guesses on that team) guesses the most correct answers wins.

BLUFF

These Cards have words on them that are probably not known by the players. The player who selects the word writes its definition down on a piece of paper. Then all other players (from both teams) write down made-up definitions. Everyone then guesses which they think is the real definition. If no one guesses the real definition, then the Card goes to the team of the player who picked the Card. If anyone does guess the right definition then the Card goes to the player who had the most players guess their definition. In case of a tie the Card goes to the player who picked the Card and his or her team.

GUESS

Each Card is a well known person. They may be real or fictional, living or dead. The player who selected the Card starts reading the clues from the top to the bottom of the Card. The players (from both teams) each yell out an answer when they think they know. There is no penalty for wrong answers, but each player may only make one guess per Card. The first player to guess the mystery topic correctly wins the Card for his or her team.

WINNING THE GAME:

Players and teams take turns acting, drawing, bluffing and guessing until one team collects a total of 10 Cards. The first team to win 10 Cards is the Party Game Night winner.