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## HOW IT ENDS

The goal is to be the first player to use up all your **Challenge** Cards. Other cards in your hand don't matter. Once you've played your last **Challenge** Card, regardless of any other cards you hold, you are on the verge of winning the game!

### → BLOCK-STACK THROWDOWN ←

The player who runs out of cards selects an opponent for the final **Block-Stacking Throwdown**. Both players take turns stacking as many blocks as possible within 15 seconds until one stacks more than the other. If the Challenger fails to outstack their chosen opponent, they must draw four new cards, and the game continues. However, if the Challenger stacks the most blocks, they win, and the game is over.

### PASS ANYTIME

You can 'pass' on any challenge given to you, but you must draw a card. (You do not miss a turn for passing.)

### BE QUIET OR PAY RULE (OPTIONAL)

To help players focus, everyone must remain silent while the timer runs. Discussions can resume after it ends. Anyone who speaks must draw a new card. If a player feels their turn was disrupted, they may restart the timer for a redo.

### TRY TO AGREE!

This game relies on balance between fairness and accuracy. Players can vote on answers or assign a "judge" to decide if necessary.

## The 15-Second Challenge Game



## START HERE

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## IN SUMMARY

Challenge each other with 15-second tasks, strategically use special cards, and race to be the first to run out of Challenge Cards to win.

# 1

## THE CARDS

### Challenge Cards

These are the most important cards in the deck and will be the primary cards that you play against your opponents. These challenges must be completed successfully within 15-seconds or they're considered failed challenges.



The blue Challenge cards might giveaway hints, so keep these hidden.

### Yo Card

If you find yourself with a YO card, at any point in the game, you can **DISCREETLY** place this face-up in front of you on the table. (Ensure it's visible to all players.)

Anyone who notices this card should immediately replicate the hand sign with their left or right hand and place it on the table.

The last player to notice the 'Yo' card **draws** a card, while all other players (excluding the person who played the 'Yo' card), get to **discard** one card.

### Other Cards

There are other fun cards included that assist in different ways, such as **DRAW**, which forces another player to draw a card, or **DEFLECT** which bounces the challenge back to the person trying to challenge you.

# 2

## SETUP

1. **Shuffle** the deck of challenge cards.
2. **Deal 5** cards to each player.
3. Put the cards + timer + blocks where everybody can reach them.

# 3

## LET'S PLAY

### OLDEST PLAYER GOES FIRST

1. Select and **read** one of your challenge cards to an opponent of your choosing, then start the 15-second timer.
2. If the **opponent** fails the challenge, **they** must draw a card.
  - **Challenger** never draws a card.
  - Be sure to **discard** used challenge cards.
3. It's now the opponent's turn.

### ROTATING TURNS

A player cannot choose an opponent who was involved in the previous challenge. This rule prevents the same two players from continuously challenging each other, giving other players a chance to join in on the fun.