

10 TENSION

RULES



CONTENTS

Tension game cards (2 decks purple and 2 decks orange), playing board, playing counters, Tension card scorer, sand timer.

OBJECT OF THE GAME

At the top of each card there is a topic and a list of ten possible answers. The object of the game is to see how many of these examples your team can guess in under a minute by calling out things associated with the given topic.

BEFORE YOU START

Divide into two teams of roughly the same size and ability.

Choose team captains to be in charge of scoring each round of play.

Select two different coloured card decks from the box, one orange deck and one purple deck. Shuffle the two card decks separately, then place them side-by-side, next to the playing board, either side face down.

Note: For younger children you may wish to play the game with just the orange cards as these may be a little easier to answer. Play the game as normal but ignore the alternate coloured spaces on the playing board.

Note: Alternatively, you could play Kids vs. Adults with children using the orange cards and adults using the purple cards.

Each team chooses a coloured playing counter and places it on the START space on the playing board.

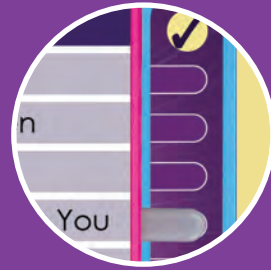
A circular icon with a yellow border and the word "START" in white capital letters on a dark purple background.

The Tension card scorer will be used to score each round of play. Before you start, push all of the grey sliders to the right so that all green tabs are hidden, all the red tabs showing.

PLAYING THE GAME

The team with the youngest player (Team 1) takes first turn. The captain of the opposing team (Team 2) takes a card from either deck (orange or purple) and turns it over. Keeping the side being used hidden from all players in Team 1, fit the card onto the Tension card scorer. Each side of the card has a main topic and a list of ten possible examples to guess. The captain of Team 2 should read the topic out loud then turn over the timer: before the time runs out Team 1 must try to guess as many of the examples on the card as possible.

The opposition records all correct answers on the card scorer, pushing the corresponding sliders to the left. If Team 1 guesses example 4, for instance, Team 2 responds "yes" and pushes the fourth slider left to reveal a green tab and tick symbol.



Only examples that appear on the card will count so teams must keep calling out their suggestions until the time is up. When the timer runs out, the number of correct answers is revealed, followed by any that were not mentioned.

Note: there will be numerous cries of "I said that", so the scoring team will need good hearing, deft fingers and considerable diplomacy ~ remember it will be your turn next so generosity will be appreciated!

Count the number of correct guesses by adding up the green tabs on the right of the card scorer. The team then moves their coloured counter this many spaces forward along the board track. For instance, if they guessed five examples from their topic they should move their counter forward five spaces.

Note: both playing pieces can occupy the same space at the same time.

The used card is returned to the bottom of the appropriate deck and play now passes to the other team (Team 2).

The captain of Team 1 resets the Tension card scorer so that only red tabs are showing and inserts the next card.

When ready, disclose the new topic, turn the timer and get Team 2 to start calling out their guesses.

On subsequent rounds, the colour of card deck used is dictated by the space upon which each team finds their counter at the beginning of their turn, be it either purple or orange.

The game continues with the teams swapping turns, playing a new card each time and transferring correct guesses into counter movements on the board.

WHIRLWIND SPACES

A team landing on a WHIRLWIND space has their score doubled for the round and should immediately move their counter forward the same number of spaces as scored for the round. For instance, if a team scored 4 and landed on a 'Whirlwind' space, they would immediately move their counter an extra 4 spaces along the track.



NOMINATION SPACES

A team beginning a turn on a NOMINATION space has to predict how many answers they will guess in a particular topic. The opposing team captain takes a card from either deck, turns it over and announces the topic to be tackled. The team must announce, in advance of play, their target - that is, how many of the examples they think they will identify in the time available.

If the team manages to correctly guess their target number of answers (*note: there is no score for guessing extras*) they move their playing counter forward that many spaces along the track. If they fail to achieve their target then they must move their playing counter back the target number of spaces.



WINNING THE GAME

The first team to get their counter to or beyond the FINISH space will win the game.

A circular icon with a yellow border and the word "ZIEL" in white capital letters on a dark purple background.