Ultimate Party Block Instructions

Ultimate Party Block combines four great activities to create the hottest party game around. The game can be played with two people, but it's more fun to play in a group.

Players: 2-8
Ages: 8+

Contents
1 Ultimate Party Block
30 Purple Scoring Bracelets
6 Gold Bonus Bracelets

Object
Be the first player to score 10 points

Scoring
For each point you score, reach inside the Party Block’s inner pocket (no peeking!) and pull out your “Scoring Bracelet.” If you pull out a Purple Bracelet, you are awarded one point, but if you pull out a Gold Bonus Bracelet — LUCKY YOU — you are awarded 3 points! Wear your bracelets on your wrist for the remainder of the game to show how many points you’ve scored. Be the first player to score 10 points and you WIN!

Winning the Game
- The block is rolled along the pockets with the fuzzy ends facing out on either side. The number on the pocket facing up when the block stops rolling is the number of girls the block moves to the left. If the cube doesn’t land with a pocket facing up, the player rolls again. If it comes back to the original player, you get to go again!

- As soon as a player receives the Party Block, she rolls the cube into the center of play. The pocket facing up is the pocket that holds the game to be played; CSL, FYI, LAM or OMG. The games are played as follows:

  1) CSL (Can’t Stop Laughing) — The player (without looking) chooses two cards from the front of the CSL pocket, reads them aloud, and returns them to the back of the CSL pocket. The player MUST simultaneously do BOTH actions that the cards describe. The player must perform the actions for at least 30 SECONDS. The group decides if the player completed the challenge successfully and if so, she reaches inside the Party Block’s inner pocket to grab a scoring bracelet. If the player is unsuccessful, her turn is over and she must roll the Party Block into the center of play to determine the next player.

  2) As soon as a player receives the Party Block, she rolls the cube into the center of play. The pocket facing up is the pocket that holds the game to be played; CSL, FYI, LAM or OMG. The games are played as follows:

    - CS (Can’t Stop Laughing) — The player (without looking) chooses two cards from the front of the CSL pocket, reads them aloud, and returns them to the back of the CSL pocket. The player MUST simultaneously do BOTH actions that the cards describe. The player must perform the actions for at least 30 SECONDS. The group decides if the player completed the challenge successfully and if so, she reaches inside the Party Block’s inner pocket to grab a scoring bracelet. If the player is unsuccessful, her turn is over and she must roll the Party Block into the center of play to determine the next player.

Note: If the two cards are too similar in action, for example both cards ask to recite something, replace one card with another from the set.

Game Set Up
- Players sit in a circle with enough space in the middle to roll the cube.
- Separate the CSL, FYI, LAM and OMG cards into separate sets.
- Be sure each set of cards contains a Take 1 Bracelet card and a Lose 1 Bracelet card of the same color.
- Place each set of cards into the game’s designated outer pocket. (Each outer pocket has the title of a game printed on it.)
- Mix up and insert all Purple and Gold Scoring Bracelets into the inner pocket of the Party Block.

How to Play
1) The player with the longest name goes first (if there is a tie, add middle names). When each player has completed her turn to the satisfaction of the other players, she rolls the Party Block to the center of play.

  Note: Winning number of points can vary if you would like a longer or shorter game. You can either change the winning total or the number of points scored for the gold bracelet (e.g., make the gold bracelet worth 5 points for a shorter game).

2) The player (without looking) chooses two cards from the front of the CSL pocket, reads them aloud, and returns them to the back of the CSL pocket. The player MUST simultaneously do BOTH actions that the cards describe. The player must perform the actions for at least 30 SECONDS. The group decides if the player completed the challenge successfully and if so, she reaches inside the Party Block’s inner pocket to grab a scoring bracelet. If the player is unsuccessful, her turn is over and she must roll the Party Block into the center of play to determine the next player.

Note: If the two cards are too similar in action, for example both cards ask to recite something, replace one card with another from the set.
FYI (For Your Information) - These questions will ask you how well you know your friends. Before the player draws an FYI card, she must declare which friend about whom she will answer the question. A player may not answer a question about another player two times in a row. The player draws an FYI card, reads the question aloud and answers it about the chosen player to the best of her ability. Then the player returns the card to the back of the FYI pocket. If you don’t know the answer, make it up. Who knows, you might be right! If the player is right, she gets to reach inside the Party Block's inner pocket and grab a scoring bracelet. If the player is incorrect, her turn is over and she must roll the Party Block into the center of play to determine the next player.

LAM (Leave A Message) – Before an LAM card is pulled from the pocket, a player must have declared whether she will answer the Truth or perform a Dare. The player pulls a card from the front of the OMG pocket and truthfully answers the first Truth question she reads or performs the first Dare she reads on the card. Then returns the card to the back of the OMG pocket. The group decides if the player completed the challenge successfully and if so, she reaches inside the Party Block's inner pocket to grab a scoring bracelet. If the player is unsuccessful, her turn is over and she must roll the Party Block into the center of play to determine the next player.

OMG (Oh My Gosh) – This is a classic Truth or Dare party game. Before the player takes a card from the OMG pocket, she must declare whether she will answer the Truth or perform the Dare. The player pulls a card from the front of the OMG pocket and truthfully answers the first Truth question she reads or performs the first Dare she reads on the card. Then returns the card to the back of the OMG pocket. The group decides if the player completed the challenge successfully and if so, she reaches inside the Party Block's inner pocket to grab a scoring bracelet. If the player is unsuccessful, her turn is over and she must roll the Party Block into the center of play to determine the next player.

CSL (Can’t Stop Laughing) – The player (without looking) chooses two cards from the front of the CSL pocket, reads them aloud, and returns them to the back of the CSL pocket. The player MUST simultaneously do BOTH actions that the cards describe. If the player cannot guess the word, she gets to reach inside the Party Block's inner pocket and grab a scoring bracelet. If the player guesses the word, she gets to reach inside the Party Block's inner pocket and grab a scoring bracelet. If the player is incorrect, her turn is over and she must roll the Party Block into the center of play to determine the next player.

Instructions for the game:

1) Each player has a scoring bracelet. If you pull out a Gold Bonus Bracelet – LUCKY YOU – you are awarded 3 points! For each point you score, reach inside the Party Block's inner pocket (no peeking!) and grab a scoring bracelet. If you pull out a Purple Bracelet, you are awarded one point. For the first player to score 10 points (or whichever score the group determines at the beginning of play) is the winner!

2) Included in each deck of activity cards are two special cards: Take 1 Bracelet and Lose 1 Bracelet. When a player draws one of these cards, she executes the action on the card, places the card to the side (out of play) and draws another card (or cards in the case of CSL) from the front of the Party Block to complete the activity.

Winning the Game

The first player to score 10 points (or whichever score the group determines at the beginning of play) is the winner!

FAQ:

Q: What is the minimum number of players?
A: The minimum number of players is 2.

Q: Can I use the cards in different ways?
A: Yes, you can use the cards in different ways. For example, you can use them as a party game, a game for friends, or even as a way to break the ice at a social gathering.

Q: Are there any restrictions on the types of questions?
A: No, there are no restrictions on the types of questions. The questions can be about anything, as long as they are appropriate for the audience.

Q: Can we change the rules of the game?
A: Yes, you can change the rules of the game. Just make sure that everyone agrees to the new rules.

Q: Can we play the game in different languages?
A: Yes, you can play the game in different languages. Just make sure that everyone understands the questions and answers.

Q: Can I use the game as a team building activity?
A: Yes, you can use the game as a team building activity. It's a great way to get people working together and having fun.

Q: Can I use the game as a way to improve communication skills?
A: Yes, you can use the game as a way to improve communication skills. It's a great way to encourage people to open up and share their thoughts.

Q: Can I use the game as a way to improve social skills?
A: Yes, you can use the game as a way to improve social skills. It's a great way to get people talking and connecting with one another.

Q: Can I use the game as a way to improve writing skills?
A: Yes, you can use the game as a way to improve writing skills. It's a great way to encourage people to express themselves and share their ideas.

Q: Can I use the game as a way to improve public speaking skills?
A: Yes, you can use the game as a way to improve public speaking skills. It's a great way to encourage people to speak up and share their ideas with others.

Q: Can I use the game as a way to improve decision making skills?
A: Yes, you can use the game as a way to improve decision making skills. It's a great way to encourage people to think critically and make informed decisions.

Q: Can I use the game as a way to improve critical thinking skills?
A: Yes, you can use the game as a way to improve critical thinking skills. It's a great way to encourage people to think creatively and come up with new ideas.

Q: Can I use the game as a way to improve problem solving skills?
A: Yes, you can use the game as a way to improve problem solving skills. It's a great way to encourage people to think creatively and come up with new solutions to problems.