

# TENSION RULES

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240 Tension cards containing 480 topics (240 blue topics and 240 red topics), Tension card scorer, game board, playing counters, 60-second sand timer.

## OBJECT OF THE GAME

At the top of each card there is a topic and a list of ten related answers. The object of the game is to see how many answers your team can guess in under a minute by calling out anything and everything 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.

Place the game board in the middle of the playing area.

Select two different coloured card decks from the box, one blue deck and one red deck.

Shuffle the two card decks separately, then place them side by side, next to the game board, either side face down.

*Note: For younger children, you may wish to play the game with just the blue topics as these are slightly easier to answer. Play the game as normal ignoring the blue and red coloured spaces on the game board. Alternatively, you can play Kids vs. Adults with children using the blue cards and adults using the red cards.*

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

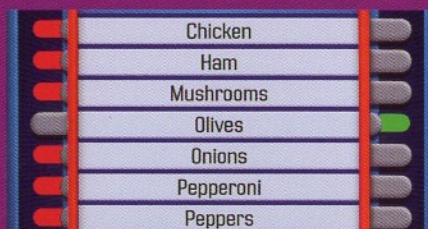


## PLAYING THE GAME

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

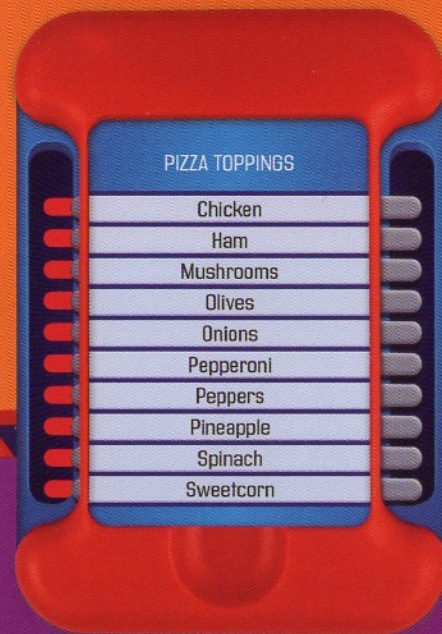
Team 2 records all correct answers on the card scorer, pushing the corresponding sliders to the left.

For example, if Team 1 guesses answer 4 on the card (Olives), Team 2 should shout "YES!" and push the fourth slider left to reveal a green tab.



Only answers that appear on the card will count so teams must keep calling out until time is up. The number of correctly called out answers is then revealed, followed by any answers that were not mentioned.

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 the green tabs are hidden and all the red tabs showing.



## CONTINUING THE GAME

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 the red tabs are showing and inserts the next card.

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

## I SAID THAT!!!

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 (or not)!

## SCORING

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 answers from the topic, they should move their counter forward five spaces.

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

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

The game continues with 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 on 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 answers 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 counter forward that many spaces along the track. If they fail to achieve their target then they must move their playing counter backwards the target number of spaces.

## WINNING THE GAME

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

