



Content



- 54 PVC cards
- rules



- 2 card holders

Principle and aim of the game

Each turn, players draw a card and follow the indicated challenge. Each card must be obeyed until the end of the game. As the game continues, players will struggle to follow all their cards, and eventually fail. In the end, there can be only one winner!

Set-up

Cards are shuffled, divided into 2 piles and placed face down in the 2 card holders. Place them so everyone can easily reach one pile. The most Zen player begins, then the game continues clockwise.

How to play

Each turn, players:

- 1 - draw the top card from one of the piles;
- 2 - read the card text aloud, so everyone can hear;
- 3 - start obeying the instruction, always obeying previous cards (if any).

Then the next player takes their turn.

Green cards should be kept face up in front of the player so that everyone can easily see what this player is meant to be doing (Fig. 1).



Fig. 2

Orange cards will be placed on the player's body (ex Fig. 2: put the card on top of your head).

At least a sliver of the card should be visible, hiding them entirely under clothing is not allowed.

Note: illustrations on cards are indicative. Players can find other ways to follow the instructions.

If a player stops obeying a card's instruction, even for a second, they instantly lose.

Changing position and poses is allowed as long as all card instructions are always followed.

Players should be honest. Even if no one else notices when a player fails to follow a card, the player should admit the failure and resign.

If a player can't draw a card at the start of their turn, they lose.



Fig. 1

End of the game

The last player in the game wins. Time for a rematch!

Sadistic variant

Shuffle the deck and deal 2 cards to each player. Then divide the deck into 2 piles and place them face down in the card holders. Place the card holders so everyone can easily reach one.

Each turn, players:

- 1 - play a card, read it aloud and put it face up in front of someone else. This player should now follow the card's instruction.
- 2 - draw a card.

The player who just received the card takes the following turn. Play will always pass to the most recent victim.

The last player in the game, wins!

Team variant

With multiple players, we recommend forming teams of 2 or 3. Each team should be considered one "player". This variant can be played with the Classic or Sadistic mode.

Anyone on the team can physically draw/play cards. At least one player on the team needs to do each instruction.

Another player on your team can relieve you and do one of the challenges you were doing, so you can have a quick stretch. If 2 people do the same instruction, that's insurance.



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Amoebas have escaped and are slithering around in all directions! Catch them fast! Everyone plays simultaneously. Roll four special dice that tell you which laboratory the amoeba escaped from and what it looks like. The first player to find the correct amoeba wins a point. But watch out, these little tricksters don't want to be caught: they hide in air vents and can even mutate! You need a cool head, sharp eyes and a fast hand to keep your lab under control.



A simple goal: get rid of all your dice to win the game. The challenge: the fewer dice increases the difficulty! Very simple rules hide an original and addictive game. The cards which have the strongest effects require you to have more dice available to roll, but you need to get rid of all your dice to win the game! Dice and cards can change hands frequently, keeping the gameplay fast and spicy!

Keep this information and address for future reference. 07-2017

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