



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO PARTINI MIXERS. You'll find the answers to all your questions on the HASBRO PARTINI MIXERS in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

- User manual HASBRO PARTINI MIXERS
- User guide HASBRO PARTINI MIXERS
- Operating instructions HASBRO PARTINI MIXERS
- Instructions for use HASBRO PARTINI MIXERS
- Instruction manual HASBRO PARTINI MIXERS

5. **Winning the Coaster:** The player who got the most votes does not win the coaster; but the team who had the most votes for this player does win the coaster. Then the losing team draws the next coaster. If there's a tie, the Card Flipper flips over another card, and steps 3-4 are repeated until one team wins.

Mixing It Up with Partini

If you own the original 4-game Partini set, feel free to throw any or all of your Quick & Quirky games into the mix! Just follow the basic Partini rules, including those for Wild Coasters.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-834-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 rue de l'Industrie, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK, Ltd., Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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The Party Game with a Delicious Twist

Rules FOR 4 OR MORE ADULT PLAYERS

quick & quirky

These rules explain how to play the three Quick & Quirky games. If you also own the original Partini game and want to add one or more of these games to it, read *Mixing It Up with Partini* on the last page.

Object
Be the first team to collect 5 coasters.

Contents
15 Coasters, 150 Cards,
4 Pencils, 2 Pads of paper

Setup

- Place the 15 coasters facedown (that's "Partini"-side up) in a spread-out pile in the center of the playing area. Then mix them all up.
- Break up into 2 teams, each with an equal number of players, if possible.
- Shuffle the card decks separately, and place them facedown within everyone's reach.

All About the Coasters

A new coaster is drawn at the beginning of each team's turn. Players on each team alternate turns drawing coasters.

The coasters tell you which of the 3 games your team will play.

The coasters also keep score. If a team successfully completes an individual game, they keep the coaster.





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Manual abstract:

Winning the Coaster: The player who got the most votes does not win the coaster; but the team who had the most votes for this player does win the coaster. Then the losing team draws the next coaster. If there's a tie, the Card Flipper flips over another card, and steps 3-4 are repeated until one team wins. Twist!
@@@US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-8367025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd.

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TM & ® denote U.S. Trademarks. 35294 2. Break up into 2 teams, each with an equal number of players, if possible.

3. Shuffle the card decks separately, and place them facedown within everyone's reach. A new coaster is drawn at the beginning of each team's turn. Players on each team alternate turns drawing coasters. The coasters tell you which of the 3 games your team will play. The coasters also keep score. @@Choose one team to play first. @@The specific rules for each game are explained below. 2. If the team wins the game, they keep the coaster.

@@@Whoever drew the coaster is the Revealer. 2. Each player on both teams takes a paper and pencil. @@The Revealer selects a Been There, Done That card and reads it aloud. @@@@5. Once all players have written their answers, the Teller reads his or her own answer aloud. 6. Winning the Coaster: The team that has the most correct answers (including the Teller) wins the coaster. Then the losing team takes the next turn. If there's a tie, the Teller becomes the Revealer and steps 3 through 6 are repeated until a winner is determined.

Winning the Game After one team has won 5 coasters, the game is over and that team wins! @@Whoever drew the coaster is that team's Tale-teller. This player chooses any teammate to be the Word Muse. @@2. @@The Tale-teller must quickly use that word in a full sentence. 3.

@@@@@5. Winning the Coaster: Roll the die after the timer runs out. @@@Whoever drew the coaster is the Clue-giver. @@2. The opposing team immediately flips over the timer.

@@@@Choose one team to play first. @@The specific rules for each game are explained below. 2. If the team wins the game, they keep the coaster.

@@@Whoever drew the coaster is the Revealer. 2. Each player on both teams (including the Revealer) takes a paper and pencil. @@The Revealer selects a Knowing Me, Knowing You card and reads aloud each question, pausing between questions so everyone can secretly write down what they think the Revealer will answer. (The Revealer must write a truthful answer to each question.) 4.

Once all of the questions have been read and answered, the Revealer reads his or her answers aloud. Players circle any answers that are the same as the Revealer's. Winning the Game After one team has won 5 coasters, the game is over and that team wins! Note: For longer or shorter gameplay, you may change the amount of coasters needed to win. Pencil Head Object Successfully draw a picture on top of your head. TM TM TM TM How to Play 1. Whoever drew the coaster is that team's Pencil Head. The other team must choose a Challenger. @@2. @@@@3. @@@@Players must agree, so be reasonable. The quality of the drawing is not judged, only the relative location of the parts. For example, if a checklist item says, "The eyes must be above the mouth," the player should get credit as long as both eyes are in any location above the mouth. 4. Winning the Coaster: The team with the player who met the most requirements, wins the coaster. Then the losing team draws the next coaster.

If there is a tie, neither team wins the coaster. Return it to the pile, and the next turn goes to the opposing team, as it normally would. 5. @@Then the losing team draws the next coaster. If there is a tie, neither team wins the coaster.

@@Whoever drew the coaster is the Card Flipper. 2. Each player on both teams takes a paper and pencil. @@@@Everyone secretly votes by writing down the name of the person on either team who best represents the description on the card. After everyone has voted, all answers are revealed. Continued on Reverse... .



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