

# TENSION

## CONTENTS

Tension cards (2 decks purple and 2 decks orange), playing board, 2 playing counters, topic check pad, pencils, 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, within easy reach of the players.

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

Each team chooses a coloured playing counter and places it on the blue start square on the board.

Both teams are given a topic check sheet and a pencil for keeping track of any correct answers called. To use this topic check sheet lay a card over the space provided and tick each correct answer as it is called out ~ for a fuller explanation see the pad.

## PLAYING THE GAME

Toss a coin to decide which team should go first (Team 1). The captain of the other team (Team 2) takes a card from the top of either deck (orange or purple) and turns it over. Each card has a topic with a list of 10 associated items to guess; 'Circus Performers' for instance. 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 examples on the card as possible, with the opposition recording any correct answers on the topic check sheet. If Team 1 calls out example 4, for instance, Team 2 should shout "yes" and tick 4 on the list of numbers.

Only answers that appear on the card will count so teams must keep calling out suggestions until the time is up. When the time runs out, the number of correct answers is given, 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, the memory of an elephant and considerable diplomacy ~ remember it is your turn next and what goes around comes around!

Add up the number of correct guesses and write down the total at the bottom of the topic sheet. The team then moves their coloured counter this many spaces forward along the 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 square 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 takes the next card, reads out the new topic, starts the timer and play continues in the same way as before.

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, either purple or orange.

The game continues with the teams swapping turns, playing a new card each time.

## WHIRLWIND SQUARES



A team landing on a 'Whirlwind' square 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' square, they would immediately move their counter an extra 4 spaces along the track.

## NOMINATION SQUARES



A team beginning a turn on a 'Nomination' square 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 reads aloud the topic. The team must announce, in advance of play, how many of the examples they think they can guess in the time available.

If the team correctly guesses their target number of examples in the time limit (there is no score for guessing extras), they move their playing counter that many spaces forward along the track. If they fail to make their target, they move their playing counter back (clockwise) the target number of spaces.

## WINNING THE GAME

The first team to reach the 'Tension' finish space at the centre of the board wins the game.