

Rules:305x102mm

FRONT

-  Bleeding Area
-  Product Size
-  Safety Area



WHAT'S IN THE BOX:

- 100 cards
- 1 score card
- 1 wipe-off marker
- 1 die
- Instructions
- 1 3-function timer (buzzer, 10-second, and 30-second settings)

Requires 2-AAA Batteries (not included)

- Remove batteries when not in use or discharged.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

THE OBJECT OF PARTY ENCORE:

Be the first TEAM to fill in your row on the score card to win the game.

SETTING UP THE GAME:

Split up into 2 TEAMS. Some good team options are Guys vs. Girls; Kids vs. Parents; Couple vs. Couple; or however else you'd like to divide your group into 2 teams. Place card deck category-side-down within reach of all players.

Turn the timer on and select the II setting for the 10-second timer.

(NOTE: For a slightly less challenging game, teams may choose to play with the 30-second option – setting III on the timer)

The team with the YOUNGEST player may roll first.

BACK

HOW TO PLAY:

Team A rolls the die. Team B draws the card and reads off the word that corresponds to the color rolled.

NOTE: For a roll of Blue, teams must sing a song that relates to the given CATEGORY.

Once the word or category is read aloud, Team B slaps the timer to start the 10-second countdown. Team A has that amount of time to sing a song with the selected word in the lyrics (or sing a song about the given category if playing the blue/category color). Team A must SING at least 8 words to the song, and they must SING the portion of the song containing the word on the card. Don't be shy. Belt it out! Once Team A sings the song, they then slap the timer to reset the clock as Team B now attempts to sing a song with the word in play. Should Team B be successful in SINGING a song with the given word within 10 seconds, they then slap the timer and play volleys back to Team A.

Teams continue to sing songs featuring the word or category back and forth like this until the timer stops. Whichever team sang the LAST song before the timer ran out scores the point for the round and may fill in one circle on the score card.

A new round may begin as soon as all players are ready to sing again, with the dice roll belonging to whichever team did not roll for the previous round.

TO WIN PARTY ENCORE:

When a team has filled in all of the circles on the score sheet, they are ready for the Sing Off Grand Finale on their next roll. Rather than rolling the dice though, the team playing in the Grand Finale must now sing a song for EVERY word on the card plus the blue category.

The opposing team selects the III setting on the base of the timer for 30 seconds.

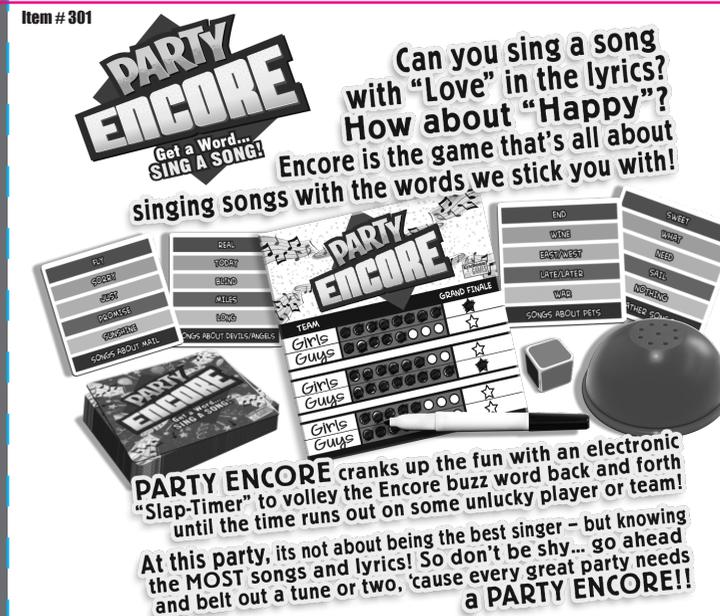
This team then starts the clock and reads the first word. The Finale playing team must sing just ONE song for each word or category and may pass a word and move on to the next one at any time. The timer will go off after 30 seconds and must be pressed again for another 30-second increment so the team in play has a full minute to complete the card.

If the playing team is successful in singing a song for every word and category on the card within 60 seconds, they may fill in the star on their score sheet and THEY WIN THE GAME!

If they are unsuccessful, play passes to the other team, and they may try again the next time they are up to roll.

Note: The score card is designed to play a Best-Of-3 Series. But feel free to play 1, 2, or 3 "Matches" per game!

Item # 301



MADE IN CHINA
Colors and contents may vary.

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