

FRONT PORCH  
CLASSICS®

PARTY  
MIXERS™  
RULEBOOK

## **WHAT ARE PARTY MIXERS?**

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**Important! Choose someone to read aloud.**

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Party Mixers are various fun and outrageous game activities that include performance challenges, where your acting, singing and non verbal communication skills are put to the test, as well as mental challenges, where your intuition and trivia knowledge will come into play.

There are three different Party Mixers tins in the Games-to-Go collection: **Quiz Show™**, **Stage Fright™** and **Radio Star™**.

***Note:** Each game tin can be played individually, however, combining tins together to form a 162 card deck provides a livelier game experience and is highly recommended. Each game deck features a unique card color to assist in separating cards back into their original decks.*

## **GAME COMPONENTS**

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Each individual Party Mixers tin set contains the following items:

- Game Tin
- Score Pad
- Two Golf Pencils
- Rulebook
- One-Minute Sand Timer
- Deck of 54 Custom Cards (includes Rule Cards)

## **BEFORE YOU BEGIN**

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In Party Mixers, players will form teams, which will compete against each other. Two teams are recommended with a minimum of two players per team. There is no limit to the number of players that can play, but with groups larger than 12 people we recommend forming three teams.

## **GAME PLAY**

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*Players follow along as the instructions are read.*

**Objective:** Each team will receive points for performing various fun and outrageous activities. The first team to 30 points wins the game!

1. Choose teams. You are not required to have the same number of people on each team, but the more evenly matched teams are, the better. Each team

should have a pad of scratch paper in order to take notes during certain activities.

2. Determine which team goes first (rock, paper, scissors).

3. Decide whether you'll be playing with one game set or more. Separate the Rule Cards from the Activity Cards. Quiz Show and Radio Star will have three different Rule Cards, while Stage Fright will have one Rule Card. Place the Rule Cards on the table for easy access.

4. The team that plays first — the Performing team — will shuffle the Activity Cards and place them face-down in the middle of the table.

5. Drawing cards and operating the timer will be handled by the Opposing team. If the drawn card has a “K” in the upper-left corner, then the Opposing team will keep the card and will read it aloud to the Performing team (*Fig. 1*).

If the card drawn has a “P” in the upper-left corner, then the Opposing team will read the card to themselves before passing it to the Performing team. Before the card is passed, the Performing team must choose a performer. Performances will rotate within a team, cycling back around once everyone has had a chance to perform.



*Fig. 1: Keep; Pass*



*Fig. 2: Max point value*

## **SCORING & WINNING**

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The point value for each card is listed in the upper-right corner of the card (*Fig. 2*). This is the most points you can earn from this card. A team may score less than this number depending upon how well (or poorly) they do. The first team to 30 points wins the game!

## **PRACTICE ROUND**

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To understand what occurs during a round of Party Mixers, it is recommended that you conduct a couple of practice rounds. To begin:

1. The Opposing team will draw an Activity Card. Read aloud what activity the Performing team will be doing.

2. Find and read aloud the Rule Card that corresponds to the game activity.
3. The Opposing team will either keep the Activity Card and read it to the Performing team or pass the card. Before passing the card, silently read the activity challenge to yourselves so you know what's in store for the Performing team.
4. The Opposing team will manage the sand timer and, if needed, monitor the performer to make sure they do not violate any rules.
5. Performing team will play their card.
6. Performing team will record their score on the provided pad.
7. Turn passes to the Opposing team.
8. You are now ready to play Party Mixers. Be sure to keep the Rule Cards handy. The remainder of the Rulebook also has the rules to each activity as well as helpful hints and troubleshooting recommendations.

## **INDIVIDUAL GAME RULES**

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**STAGE FRIGHT:** There is only one type of activity in the Stage Fright category; 53 **Stage Fright** cards and one Rule Card.

## Stage Fright – Performer reads the card; 4-5 point value

**Objective:** As the Performer, your goal is to try and get your teammate(s) to guess the four or five highlighted words or phrases on the card by acting out a charades-style performance. Unlike basic charades, you may use sounds, gestures, pointing and even humming a tune to get your team to guess the words. You may not speak unless you are acknowledging a correct guess or to let your team know you are moving onto a different word.

**Hint:** All the words relate to a common subject.

**To Play:** The Opposing team may read the card (silently) in advance so that they know what you will be performing. They will then pass the card to you. Read the “Scene Setter” information silently to yourself to get you into the right frame of mind. When you are ready, ask the Opposing team to start the timer, and then begin your performance!



**Scoring:** The round ends when the timer runs out, or your team has guessed all the highlighted words or phrases. Score 1 point for each word or phrase your team has correctly guessed.

**Hints and Troubleshooting:** All the words on each card relate to a common subject or activity. You are allowed to let your teammates know when they have gotten a correct word or when you are moving onto another word.



**RADIO STAR:** There are three different activities in the Radio Star category: 17 **Chart-Toppers**<sup>™</sup> cards, 17 **Lyriculous**<sup>™</sup> cards, and 17 **Bubba-Lips**<sup>™</sup> cards, and three rule cards; 54 cards total.

### **Chart-Toppers** – Opposing team reads the card; 5 point value

**Objective:** The Performing team must guess the correct decade in which each of the following five songs debuted (first released) within the time limit. The entire team may participate.

**To Play:** The Opposing team will read the card aloud to the Performing team. The Performing team is allowed to write down the song titles on scratch paper. Once the song titles have been read, the timer is turned over. Use the scratch paper to write down which decade each song was first released.

**Scoring:** The round ends when the timer expires or the team is ready with their answers. The Performing team will get 1 point for each correct answer they have.

**Hints and Troubleshooting:** Be sure to discuss amongst yourselves and gain a consensus.

### **Lyriculous** – Performer reads the card; 5 point value

**Objective:** As the Performer your goal is to get your team to guess the title of the song you are singing within the time limit. However you may only use the ridiculous lyrics provided on the card.

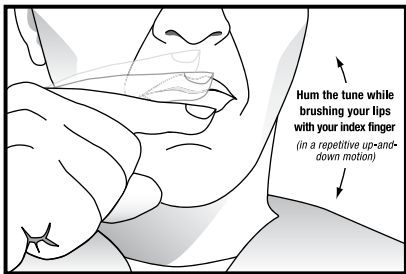
**To Play:** The Opposing team may read the card (silently) to themselves before passing it to the Performer. You must use the ridiculous lyrics provided for each of the songs. If you are unfamiliar with the song or melody you may read the lyrics to the best of your ability and give your teammates the artist and date of the song, however this will cost you a two point deduction.

**Scoring:** The round ends when the timer expires or the answer is guessed. You will get 5 points if your team guesses the name of the song you are singing without any clues. Your team will get 3 points if they guess the song after receiving the clues.

**Hints and Troubleshooting:** Get the melody of the song in your head before adding the ridiculous lyrics. If you don't know all of the lyrics, try skipping ahead to the part you do know and/or read the parts you are not sure about instead of singing them. If you accidentally sing the actual lyrics to your song and your team guesses the song title you must deduct 2 points from your score.

**Bubba-Lips** – Performer reads the card; 5 point value

**Objective:** As the Performer, your goal is to get your team to guess the title of the song on your card before



time expires. For your performance you must hum the song while flicking your lips in a “bubba-bubba” motion.

**To Play:** Silently read the information at the top of the card to put you in the right frame of mind. A short lyric is also included to remind you how the song goes; but be sure not to use this lyric in your performance, your Bubba-Lips are the star of this show! When you are ready to begin instruct the Opposing team to start the timer. If you do not know the song, choose your own song, write it down on a piece of paper and pass it to the Opposing team. This is the song you will perform; however you must deduct 2 points from your score for singing your own song.

**Scoring:** The round ends when the timer expires or your team has guessed the song. Your team will get 5 points if they correctly guess the song on the card, only 3 points if you have sung your own song.

**Hints and Troubleshooting:** Performer is not allowed to mouth words. Bubba-Lips performers can only hum while flicking their lips!



**QUIZ SHOW:** There are three different activities in the Quiz Show category; 17 **Slangshot**<sup>™</sup> cards, 17 **Trivology**<sup>™</sup> cards, and 17 **Spit-it-Out**<sup>™</sup> cards, and three rule cards; 54 cards total.

**Slangshot** – Opposing team reads the card; 5 point value

**Objective:** The Performing team must guess the common word or phrase on the card based on five

clues the Opposing team will give you. The clues are in the form of slang words or phrases and are euphemisms for the common word or phrase your team must guess. You must guess the word before time expires. The entire team may participate.

**To Play:** After reading the instructions out loud, the Opposing team will read the first slang word clue to the Performing team. The timer will then be turned over. The Performing team may shout out any common words or phrases that they think match the slang clue word. Slang clues must be read in the order presented. If stuck, the Performing team may ask for the next slang clue from the Opposing team. The Opposing team should not read subsequent slang clues until the Performing team asks for them.

**Scoring:** The round ends once the timer expires or the Performing team guesses the word or phrase. If the Performing team guesses the answer after receiving the first slang clue they will receive 5 points. If they guess the answer after receiving two slang clues they will receive 4 points. A correct answer after three slang clues gives you 3 points; and so on.

**Hints and Troubleshooting:** Answers must match the words on the card, however in the case of a phrase, exact wording is not necessary.

### **Triviology** – Opposing team reads the card; 5 point value

**Objective:** The Performing team must correctly answer a multiple choice question within the time limit. The entire team plays.

**To Play:** The Opposing team will read the entire card out loud (a difficult trivia question) and then start the timer. The Performing team may discuss amongst themselves before declaring an answer.

**Scoring:** The round ends once the timer expires or the Performing team guesses the answer to the question. If the first answer is correct the Performing team will receive 5 points. If the first answer is incorrect the Performing team may guess two more times, however each incorrect answer will deduct 2 points from their score.

**Hints and Troubleshooting:** Remember that you get more than one guess, so use your time wisely!

### **Spit-it-Out** – Performer reads the card; 4-9 point value

**Objective:** As the performer, you must get your teammate(s) to guess as many of the bold words on the card as possible within the time limit. You may use descriptions and concepts related to the words but you cannot use any part of the bold words during the round.

**To Play:** The Opposing team may read the card in advance so they know what you are performing. You may then read the card silently to yourself. When you are ready, ask the Opposing team to start the timer.

**Scoring:** The round ends once the timer expires or your team guesses all bold words or phrases on the card. Your team will receive 1 point for every correct word you guess. Because the performer is not allowed to use any of the bold words on the card during their descriptions, it is a good idea to have one member of the Opposing team witness the round to ensure these words are not used. You will deduct one point from your score for every bold word used during the round.

**Hints and Troubleshooting:** Rhyming and “sounds like” clues are not allowed for the bold words. Bold words cannot be used even after your team guesses them. You do not need to read the paragraph out loud to your teammates; this is for context only. Sound effects and musical clues also work well in this game.

For the ultimate Party Mixers™ experience,  
combine all three tins!



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