



DON'T PANIC™

2 to 6 Players

OBJECT

Score the most points by quickly naming things in categories.

CONTENTS

1 deck of 54 cards, card tray with timer, tray label, scoreboard, scoring pegs.

THE FIRST TIME YOU PLAY

Apply Don't Panic label to recessed area above timer. Twist pegs off runner, then discard runner. Remove and discard cardboard circles in scoreboard.

GAME SETUP

1. Shuffle the card deck and place it facedown in the DRAW tray.

2. Pick a player to go first—this is Player 1. The player to the left is Player 2, and so on. Each player fits a scoring peg into the START hole of his or her scoreboard track. Fit one peg into the "Round 1" hole. Place extra pegs out of the game. NOTE: To fit pegs securely into holes, lift scoreboard and push pegs all the-way in.

GAME PLAY

Don't Panic consists of 4 regular rounds of play, plus a Bonus Round.

On your turn in each round, you must name a specific number of things in your category. The faster you name things, the higher you'll score!

ROUND 1

1. GET READY!

On your turn, the player to your left starts you off as follows:

- Presses the timer switch to STOP, then turns the timer knob clockwise all the way.
- Draws the top card from the DRAW tray, announces your category, then places the card faceup in front of you.
- Presses the timer switch to START.

Using the Categories: In all regular rounds of play, use the same color category. Start with the "red" category. When you finish the deck after a few games, shuffle the cards. Then use the "purple" categories—and so on.

2. CALL OUT THE CATEGORY NAMES!

Quickly name 3 things that fit your category. For example, if your category is Summer Activities, you could say, "Swimming, tennis, baseball."

As soon as you're done, press the timer switch to STOP. Then place the card faceup in the DISCARD tray.

Keeping Track: Your opponents must make sure you name enough things that fit your category. If something you name doesn't fit, you must quickly name something else as the timer runs!

3. RECORD YOUR SCORE

Move your scoring peg ahead by the number shown on the timer. For example, if you stopped the timer at "6," move your peg ahead 6 holes. (If you stopped the timer between numbers, score the higher number.)

If you didn't name enough things that fit your category, you don't score *any* points.

Your turn is now over. Play passes to your left. After each player takes a turn, Round 1 ends.

ROUNDS 2, 3 AND 4

Play these rounds as you played Round 1, except that each player must name *more* things in a category! As each round begins; move the Round peg one hole to the right.

In Round 2, name 4 things in a category.

In Round 3, name 5 things in a category.

In Round 4, name 6 things in a category.

THE BONUS ROUND

After Round 4, the Bonus Round begins! On your turn in the Bonus Round, do the following:

1. Set the timer as in the regular rounds of play. (Do this yourself in the Bonus Round). Then press the switch to START.

2. Draw the top card from the DRAW tray. Quickly announce the first category and name 2 things in that category. *Do the same for all categories on the card.*

3. When you finish the card, set it aside. Then quickly draw another card and name 2 things per category. Keep drawing cards and naming 2 things per category until the timer stops.

4. Score one point for each category completed, then move your scoring peg ahead one hole for each point.

Your turn is now over. Play passes to the left. After each player takes a turn, the Bonus Round ends and the game is over!

HOW TO WIN

The player with the most total points wins!