

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 6-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: 888-836-7025 (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., 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!

Partini Mixers™

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

1. 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.
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.

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.



The Play

1. Choose one team to play first. One player from this team draws a coaster from the pile, then flips it over and plays that game. The specific rules for each game are explained below.
2. If the team wins the game, they keep the coaster. If they're unsuccessful, the coaster is returned facedown to the pile. It's now the other team's turn to draw a coaster and play a game.

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.

Fab Fiction™

Object

Quickly tell a tale using words read to you by a teammate.



How to Play

1. Whoever drew the coaster is that team's Tale-teller. This player chooses any teammate to be the Word Muse. The Word Muse draws a card from the Fab Fiction deck, keeping it secret from the Tale-teller.
 2. The Word Muse flips over the timer and immediately reads the first of ten words to the Tale-teller. The Tale-teller must quickly use that word in a full sentence.
 3. The Word Muse then reads aloud the next word, and the Tale-teller must say that word in a new sentence – related to the subject of the first sentence.
- Here's an example: The Word Muse reads the word "PLAY." The Tale-teller says, "I was once the star of a play." The Word Muse then reads the word "FAMOUS." The Tale-teller says, "I performed so well that I became famous."
4. The Word Muse and Tale-teller continue as described above until time runs out or all ten words have been used.

5. **Winning the Coaster:** Roll the die after the timer runs out. If the Tale-teller has used at least as many words as the number rolled on the die, the Tale-teller wins the coaster. In either case, the opposing team takes the next turn.

Been There Done That™

Object

Correctly guess the Teller's answer.



How to Play

1. Whoever drew the coaster is the Revealer.
2. Each player on both teams takes a paper and pencil. (If there are more than four players, you'll need extra pencils.)
3. The Revealer selects a Been There, Done That card and reads it aloud. For example, a card might ask, "Have you ever worn handcuffs?"
4. The Revealer then chooses any other player to be the Teller, and hands that player the card. The Teller then secretly writes down a truthful answer: "Yes, I have" or "No, I have not." Every other player then writes down whether or not they think the Teller has ever done what the card asked.
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.

Word Curb™

Object

Get your team to guess the secret word in as few guesses as possible.



How to Play

1. Whoever drew the coaster is the Clue-giver. This player draws a Word Curb card and rolls the die to determine how many clue words can be given to describe a word on the card.
2. The opposing team immediately flips over the timer. The Clue-giver secretly picks any one of the three words on the card and quickly gives clue words as his or her teammates try to guess the word. (Of course, the actual word cannot be given

Continued on Reverse...

The Play

1. Choose one team to play first. One player from this team draws a coaster from the pile, then flips it over and plays that game. The specific rules for each game are explained below.
2. If the team wins the game, they keep the coaster. If they're unsuccessful, the coaster is returned facedown to the pile. It's now the other team's turn to draw a coaster and play a game.

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.

Knowing Me Knowing You™

Object

Correctly answer questions about another player.

How to Play

1. Whoever drew the coaster is the Revealer.
2. Each player on both teams (including the Revealer) takes a paper and pencil. (If there are more than four players, you'll need extra pencils.)
3. 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.
5. **Winning the Coaster:** The team that has the most correct answers (not counting the Revealer's answers) 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.



Pencil Head™

Object

Successfully draw a picture on top of your head.

How to Play

1. Whoever drew the coaster is that team's Pencil Head. The other team must choose a Challenger. Both the Pencil Head and the Challenger take a pad of paper and a pencil and place the pad on top of their head, paper-side up.
2. Any player selects a Pencil Head card, and does the following:
 - Announces the subject on the top of the card.
 - Reads aloud the drawing directions, one at a time, pausing for both players to complete each direction.

3. Once all of the directions have been followed, the completed drawing is reviewed. Read the checklist items on the back of the card, one by one, keeping track of who met each requirement. 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.



Hung Jury™

Object

Pick the person you think is best described on the card.

How to Play

1. Whoever drew the coaster is the Card Flipper.
2. Each player on both teams takes a paper and pencil. (If there are more than four players, you'll need extra pencils.)
3. The Card Flipper flips over a Hung Jury card for everyone to see, and reads it aloud. For example, the card might read, "Most likely to appear on a reality TV show."
4. 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...