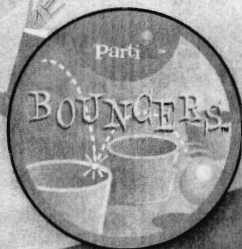


# Partini™

*The Party Game with a Delicious Twist!*

## Setup

1. Place the 35 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, and place them facedown within everyone's reach.



# RULES

FOR 4 OR MORE ADULT PLAYERS

## Object

Be the first team to collect 7 coasters.

## Contents

35 coasters, 430 cards, 1 die, 1 45-second timer, 1 two-ounce container of modeling compound, 5 plastic cups, 2 plastic balls, 2 pads of paper, 4 pencils

**NOTICE: MODELING COMPOUND  
CONTAINS WHEAT. NONTOXIC.  
CONFORMS TO ASTM D-4236.**



## All about the Coasters

A new coaster is drawn at the beginning of each team's turn. Players take turns drawing coasters.

They tell you which of the 6 games your team will play.

If you draw a Wild Coaster, you can choose any one of the 6 games to play.

The coasters also keep the score. If a team successfully completes a 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. If it's a Wild coaster, choose any of the 6 games to play. The rules for each game are explained on the reverse side of this card.
2. If the team wins their game, they keep the coaster; if they're unsuccessful, the coaster is returned face-down to the pile. It's now the other team's turn to draw a coaster and play a game.

**Note:** Two of the games (Straight Up and Bouncers) offer a chance for either team to win. The team that wins the game wins the coaster; then the losing team takes the next turn. If neither team wins, the coaster is returned to the pile and the next turn goes to the opposing team as it normally would.

3. After one team has won 7 coasters, the game is over and that team wins!

*Continued on Reverse...*



# Mime Twist™

## Object

Successfully act out 2 Mime Twists before time runs out.



## How to Play

1. Give the timer to the opposing team.
2. Whoever drew the coaster is that team's actor.
3. If you're the actor, draw a card from the Mime Twist deck. There are 3 Mime Twists per card. Choose any 2 to act out. Each card has a category heading that will provide a general clue for your team.
4. The opposing team flips over the timer. Announce the category, then act out one of the Mime Twists. Only your team shouts out guesses and must wait for you to begin acting before doing so.
5. Acting Rules:
  - The actor must act out the entry.
  - Words and sound effects are not allowed.
6. Here's a Mime Twist example: The actor chooses "Hawaiian shirt" to act out. He pretends to put on a shirt and then does the hula.
7. **Winning the coaster:** If your team correctly guesses 2 Mime Twists before time runs out, you win the coaster.

# Clay Smoothie™

## Object

Successfully mold 2 Clay Smoothies before time runs out.



## How to Play

1. Give the timer to the opposing team.
2. Whoever drew the coaster is the team's sculptor. Give him or her the container of clay.
3. If you're the sculptor, draw a card from the Clay Smoothie deck. There are 3 Clay Smoothies per card. Choose any 2 to mold. Each card has a category heading that will provide a general clue for your team.
4. The opposing team flips over the timer. Announce the category, then mold one of the Clay Smoothies. Only your team shouts out guesses, and must wait for you to begin molding before doing so.
5. Molding Rule:
 

The sculptor must not talk or use sound effects when molding the clay, but can interact with the object that's molded. For example, if the Category is "Sole Mates" and the Clay Smoothie is "Nike," you could mold the Nike swoosh and stick it on your shoe.
6. **Winning the coaster:** If your team correctly guesses two Clay Smoothies before time runs out, you win the coaster.

# Straight Up™

## Object

Write the best true or funny sentence about another player.



## How to Play

1. Whoever drew the coaster is your team's die-roller.
2. Paper and pencils are given to the opposing team and to all of your teammates (except the die-roller). If more than four players are in the game, extra pencils will be needed.
3. No timer is needed to play.
4. The die-roller tosses the die and announces which Sentence Starter was rolled. The possible 6 are:
 

|        |         |
|--------|---------|
| I AM   | I WANT  |
| I LIKE | I DON'T |
| I HAVE | I...    |
5. Everyone now secretly writes a true or funny fact **about the die-roller**, using the Sentence Starter as a lead-in. You can make them long or short, straight-forward or silly. For example, if the Sentence Starter is "I WANT" and the die-roller is notorious for changing her mind, you could write: "I want eggs for breakfast, or maybe I should have a bagel and a glass of O.J. or . . . no, make it a waffle."
6. Once everyone completes their sentence, an opposing teammate collects them, shuffles them up and reads them aloud, like this:
 

My name is [sub in the die-roller's name here] and I WANT . . .

**Important:** The writers must remain anonymous, so make sure no one claims ownership before the judging.
8. **The judging:** The die-roller chooses 2 favorites from the sentences: one that is the most true and the other that is the funniest.
9. **Winning the coaster:** If at least one of the chosen sentences was written by the die-roller's team, the team wins the coaster. If both sentences were not written by the die-roller's team, the opposing team wins the coaster.

## Winning the Game

After one team wins its 7th coaster, the game is over and that team is the winner.

## Other Ways to Play

For a more challenging game, try giving clues to your team **without** announcing the category.

For a longer or shorter game, you may change the amount of coasters needed to win the game.

Partini plays just as well with fewer than 6 games. If not all 6 of these games are your cup of tea, feel free to choose only your favorites to play!

## MODELING COMPOUND INSTRUCTIONS

Modeling compound. Not intended to be eaten. Always put compound back in container after play. Store in a cool place. If necessary, water may be added one drop at a time to restore softness. For cleanup, remove excess modeling compound and allow remaining compound to dry, then scrape or vacuum away.



# What Not™

## Object

Successfully give verbal clues to 3 What Nots before time runs out.



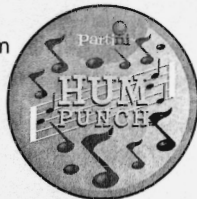
## How to Play

1. Give the timer to the opposing team.
2. Whoever drew the coaster is the team's first clue-giver.
3. If you're the clue-giver, draw a card from the What Not deck. There are 5 What Nots per card. Choose any 3 to be guessed. Each card has a category heading that will provide a general clue for your team.
4. The opposing team flips over the timer. Your clue-giver announces the category and then begins giving verbal clues about the What Not. There's a twist to the clue-giving: Instead of describing what the What Not **is**, the Clue-giver says what it **isn't**. For example, to clue for "Giraffe," you could say "This is not an animal with a short neck, and it's not an ostrich."
5. As your clue-giver gives clues, only your team shouts out guesses, and must wait for you to begin giving clues before doing so.
6. Clue-giving Rules:
  - Clues may be short, or they may be in sentences, but they must use the word "Not." For example, if the What Not is "Hershey's Kiss," you could say "This candy is not a hug. And there's not just one in a package."
  - Double negatives are not allowed. For example, if you're clueing for "Snake," you can't say, "This animal does not not slither."
  - Using any What Not on a card or any part of the What Not when clueing, is a no-no. You couldn't say "This is NOT a dishwasher," if "washing machine" is the What Not, because "wash" is part of the answer.
  - Sometimes linking the What Not to something similar rather than opposite works well. For example: If the What Not is "The Simpsons," you could say "This is not Family Guy; or if you want them to say "hot dog," you say "This is not a hamburger."
7. **Winning the coaster:** If your team correctly guesses 3 What Nots before time runs out, you win the coaster.

# Hum Punch™

## Object

Successfully hum 2 Hum Punch songs before time runs out.



## How to Play

1. Give the timer to the opposing team.
2. Whoever drew the coaster is the team's hummer.
3. If you're the hummer, draw a card from the Hum Punch deck. There are 4 Hum Punches per card. Choose any 2 to hum. Each card has a category heading that will provide a general clue for your team.  
  
Note: If the category is not to your liking, go ahead and draw another card—but you can only do this **once** on your turn as the hummer.
4. The opposing team flips over the timer. The hummer announces the category, then starts humming. Only the hummer's team shouts out guesses, and must wait for you to begin humming before doing so.  
  
Note: The artist or group listed next to each song is meant to help the hummer. The team needs to guess **only** the song title.

## 5. Humming Rules:

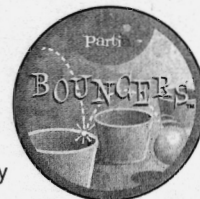
- You cannot sing lyrics out loud, but can vocalize la-la's, dah-dah's, dum-de-dum's and other non-words, rather than just close-mouthed humming.
- While humming, feel free to gesture. For example, if the Hum Punch is "Piano Man," feel free to play a little "air piano" as you hum away.

**6. Winning the coaster:** If your team correctly guesses 2 Hum Punches on a card before time runs out, you win the coaster.

# Bouncers™

## Object

Go head-to-head with a player from the opposing team, and be first to complete the ball and cup activity on the card before time runs out.



## How to Play

1. Whoever drew the coaster is the bouncer. The opposing team chooses one of their players as the challenger. Note: Some activities call for multiple players.
2. If you're the bouncer, draw a card from the Bouncers deck. The card pictures an activity with the balls and cups. Set them up as shown on the card, and read the instructions out loud.
3. Sometimes you'll need all of the cups and balls, other times just some of them. The coasters may also be used as equipment.
4. When the bouncer finishes setting up, the activity begins.
5. **Winning the coaster:** If the bouncer (or the bouncer's team) is first to complete the activity successfully, your team wins the coaster. If the opposing team's challenger (or the challenger's team) is successful first, they win the coaster.

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, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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