

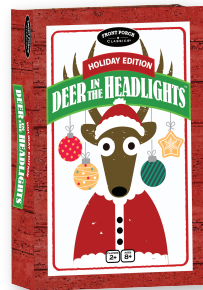
## WINNING THE GAME:

The game ends when one team has successfully earned a Challenge Card from each of the five categories, that team is the winner.

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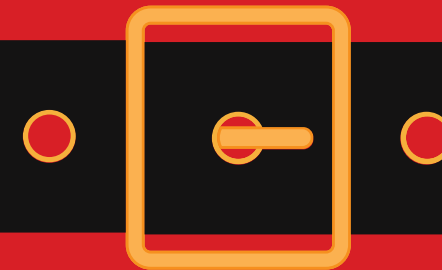
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Ages 8 and Up  
2 or More Players

# HOLIDAY HUSTLE™



THE MINUTE TO  
WIN IT FAMILY PARTY GAME  
INSTRUCTIONS

## CONTENTS:

- 100 Challenges on 50 Double-Sided Coasters
- 2 Cups
- 2 Ping Pong Balls
- Kazoo
- 2 Santa Meters

## OBJECT OF THE GAME:

Be the first team to earn a Challenge Card from each of the five categories.

## SET UP:

1. Separate the Challenge Cards by category and shuffle the five decks separately. Place the five decks of Challenge Cards in a row in the middle of all players.
2. Place the Cups, Ping Pong Balls and Kazoo by the Challenge Cards.
3. Divide into two teams and give each team a Santa Meter.

## HOW TO PLAY:

1. Players decide which team will attempt a challenge first by flipping a coin, holding an arm wrestling match, playing "nose goes," or—if players can't think of another creative way to decide—the team with the youngest player should go first.
2. A player from the first team selects a Challenge Card from one of the five category decks and reads the Challenge Card aloud to all players.

3. The opposing team sets a one-minute timer and, from the count down of three, the first team has one minute to attempt and complete the challenge on the Card. If the team successfully completes the challenge, they earn the Challenge Card. If the team is unsuccessful, the Challenge Card is returned to the top of that Card's deck with that challenge face-up. The unsuccessful team must also move their Santa Meter to the right one space, starting at (*Super-Duper Nice*).
4. When a team's Santa Meter moves to the last space (*On the List*), that team must discard a Challenge Card from their collection and reset their Santa Meter to (*Super-Duper Nice*).
5. Play continues with the next team selecting a Challenge Card. This team may either attempt the Challenge Card that the previous team was unable to complete or discard that Challenge Card and select another Card from any of the five decks.
6. Teams continue taking turns choosing Challenge Cards and attempting to complete the challenges.

## THE CHALLENGE CATEGORIES:

- **SHOWMANSHIP:** Act your way to victory
- **MUSICALITY:** Test your musical skills and knowledge
- **DEXTERITY:** Put your eye-hand coordination to the test
- **MENTAL AGILITY:** Let your brain teaser skills shine
- **WILD:** Mix things up with a mystery challenge