

Play continues to the left, with the next player either:

1. Starting a new challenge (*if the last Card played was challenged*);
2. “Crashing Out” the last Card played;
3. Or, playing one or two Cards of equal or higher value than the last Card played.

SPECIAL CARDS

The deck contains 18 special Cards:

- **Reverse Direction Cards** (6 Cards): Players may play this Card on their turn! This Card reverses the direction of play. After the first time this Card is played, play passes to the right and continues in this direction until another Reverse Direction Card is played.
- **Switch Places Cards** (3 Cards): Players may only play this Card on their own turn. After playing this Card, they switch seats with the player of their choice. The player who played the Card takes the other player’s turn by playing a Challenge. This player cannot challenge themselves to Crash Out.
- **Trade a Card with a Player of Choice** (5 Cards): Players may only play this Card on their own turn. The player who played this Card selects another player. Both players choose one Card from their hands and give it to the other player. The player who played the Trade Card then plays a Challenge Card to complete their turn.
- **Discard and Draw Again Cards** (4 Cards): As soon as players draw this Card from the deck, they immediately discard it and one other Card from their hands and draw 2 new Cards from the deck. Their turn is over.

SCORING

The points in the upper left and bottom right of each Card indicate the points won from that challenge. Players only collect Cards/points for the activity or the activities challenged; the rest of the Cards in the pile are discarded.

WINNING THE GAME:

The first player to collect Challenge Cards with a total of 30 or more points wins the game.



Ages 12 and Up
2 to 6 Players

Crash Out.TM

**Meet the Challenge or
Crash Out Your Opponent**

The Game for Your Generation

INSTRUCTIONS

CONTENTS:

- 230 Challenge Cards
- 18 Special Cards
- 6 Crash Out Tokens
- 20-Second Timer
- Instructions

OBJECT OF THE GAME:

To be the first player to score 30 points. Players earn points by successfully completing challenges or getting other players to “Crash Out” by failing to complete a challenge they **bet** they could complete.

SET UP:

- The oldest player shuffles the Cards and deals 6 Cards to each player.
- The remaining Cards are placed face down in the middle of the table to form the deck.
- Each player takes one Crash Out Token.

HOW TO PLAY:

The tallest player (*first player*) goes first by playing a Challenge Card from their hand face up on the table, so that all other players can see it. Each Challenge Card has an activity and a number on it. The number indicates the number of times that player must perform the activity on the Card in 20 seconds to complete the challenge and earn that Challenge Card.



Play rotates to the left (*clockwise*). The player to the left of the first player now takes their turn. The player has two options—they can challenge the other player with a Crash Out Token or play a Card from their hand.

1. **Crash Out Token:** If the player on the left doesn’t think the first player can complete the Challenge (*or doesn’t want to play a Card*), the player says, “Crash Out,” and places a Crash Out Token on the table and flips over the Timer. The first player then has 20 seconds to complete the challenge.

- a. If the first player successfully completes the challenge, the player collects the Challenge Card, places it face-up in front of themselves, and scores that number of points. (*For example, if the player names 10 TV Detectives, that player scores 10 points.*)
- b. If the first player does not successfully complete the challenge, the player who played the Crash Out Token collects that Challenge Card, places it face-up in front of themselves, and scores that number of points.



OR

2. **Play a Challenge Card:** The player on the left can either:
 - a. Play one Challenge Card of equal or greater value than the last Challenge Card played;
 - b. Or play two Challenge Cards that total an equal or greater value. If this player plays two Cards, they must perform both challenges within 20 seconds if “Crashed Out” by the player to their left.

Challenge Cards don’t have to have the same activity as the last Challenge Card played (*or, when playing two Cards, the same activity as each other*), just an equal or higher number than the last Challenge Card played. Players place their Challenge Cards on top of the previous Challenge Cards played.

The player who played their Crash Out Token picks it up so they can use it again.

When a player earns a Challenge Card, that player collects the top Challenge Card (*or two Challenge Cards, if two were combined to be of equal or greater value*) and discards the rest of the Challenge Cards in the pile underneath that Card to a pile off to the side, out of play.

After playing Cards, players draw from the deck so they once again have 6 Cards in their hands.