

# PHONE FRENZY the RULES

## OBJECT

Two teams take turns calling or texting friends in order to complete challenges. Both teams must complete a challenge in each of four categories, before trying to complete one final challenge for the win. Each challenge can only be completed with help from your phone contacts!

## CONTENTS

110 Challenge Cards (divided into 4 categories), 2 Gameboard pieces, 1 Sand Timer, 40 Contact Sheets.

*\*Each player must have a cell phone to play. Cell phones not included.\**

## SETUP

1. Divide players into two teams: Team 1 and Team 2. Teams should be as evenly numbered as possible.

2. Join the two gameboard pieces together and place in the center of the playing area along with the sand timer.

3. Separate the cards into the four Challenge Categories: Showdown, Who Knows?, Buzz!, and Team Challenge. Place each pile of category cards face down next to the gameboard. These are the draw piles.

4. Give each player one Contact Sheet. Have players choose five names from their cell phone address books, and have them write these names one per line on their Contact Sheets. Order is not important. These are the contacts to be called during play. Each contact will only be called once during a game, and players should pick friends or family members that will likely answer their calls or texts. Once the game starts, contacts cannot be changed.

5. Now have each player write two additional contacts in the "On Call" lines on the Contact Sheets. These contacts will only be used if all 5 original contacts have already been called.

## HOW TO PLAY

1. Team 1 starts and chooses one of its players to begin the turn.

2. The player chooses one of the four categories to play and draws the top card from the corresponding draw pile. Each card has a unique challenge on it that must be completed.

3. The player reads the challenge on the card aloud, and chooses a contact to call from his or her Contact Sheet. The player now marks off the contact's name on the player's Contact Sheet as "called."

*\*Exception: If the category chosen is Team Challenge, then ALL players on BOTH teams play simultaneously. In this category, players do not use their Contact Sheet, and may text any and all contacts they wish from their cell phone address books.*

4. With all challenges *except* Team Challenge, the player now calls the contact. ALL CALLS MUST BE PLACED ON SPEAKERPHONE FOR ALL PLAYERS TO HEAR.

5. When the contact answers, the player starts the timer if needed (as indicated on the challenge card), and attempts to complete the challenge as instructed on the card. If the challenge is successfully completed, that team scores (SEE SCORING). If the challenge is not completed, or if the contact doesn't answer or is disconnected, the turn is over and that team does not score.

6. After the call, that contact may not be called again for the remainder of the game.

7. Play now moves to Team 2, which chooses one of its players to take a turn. Every player on a team must take a turn before any player takes a second turn.

8. When challenges in all four categories are successfully completed by a team, that team, on its next turn, moves to the Final Challenge mode for the rest of the game. The other team still must complete one challenge from each of the four categories before playing in their Final Challenge mode.

### FINAL CHALLENGE mode... "FTW!" (For The Win)

9. On a Final Challenge turn, the team still chooses a player to take its turn; however, the opposing team selects which one of the four categories that player must draw a challenge card from.

10. The player draws the challenge card from the category specified, and attempts to successfully complete the challenge.

11. If the player is unsuccessful at completing the challenge, or if the contact doesn't answer or is disconnected, the turn is over, and play moves to the other team. The team must wait for its next turn to attempt another Final Challenge, again as chosen by the opposing team.

*\*Note: the opposing team CANNOT select a challenge from the same category in two consecutive Final Challenge attempts.*

12. If the player successfully completes the Final Challenge, that team WINS THE GAME!

## SCORING

If the player and the contact successfully COMPLETE the challenge on the card, that team scores, and places the completed challenge card face up on their side of the gameboard – in the corresponding Challenge Card space. The team no longer needs to complete a challenge from this category in order to advance to the Final Challenge mode.



If the player and contact DO NOT complete the challenge successfully, the team does not score. The challenge card is returned to the bottom of its category draw pile, and the team still must complete a challenge from this category to advance to the Final Challenge mode.

If the player does not reach the contact, or is disconnected during the call, the turn is over. The challenge card is returned to the bottom of its category draw pile, and the team still must complete a challenge from this category to advance to the Final Challenge mode.

## CARD CATEGORIES



### WHO KNOWS?

**Call a contact and ask a question ...**

In this trivia category, a single player calls a contact who must correctly answer a question before time runs out. Start the timer when the contact answers. Players may tell the contact they are playing a game, but cannot assist the contact in answering the question.



### BUZZ!

**Call a contact and get him or her to ...**

In this bluffing category, a single player calls a contact and tries to complete the challenge before time runs out. Start the timer when the contact answers. Players CANNOT tell the contact they are playing a game until time has expired.



### TEAM CHALLENGE

**Text me a picture of ...**

In this texting race, ALL players on BOTH teams play simultaneously. Players do not use their Contact Sheets, and may text ANY and ALL contacts they wish from their cell phone address books.

When all players on both teams are ready, players begin texting at the same time. When a player receives a correct text or picture message, that player must share the message with the group to score. Players may only count one message per contact.

In this category, the first team to successfully complete the challenge scores, **regardless** of which team actually drew the Team Challenge card. Upon completion of this challenge, play moves to the team that did not draw the Team Challenge card.



### SHOWDOWN

**How much money would I have to pay you to ...**

In this bartering category, a single player from each team must call a contact and have the contact "name a price" to hypothetically do something outrageous. Each contact must give a specific monetary amount. The lowest amount wins this challenge.

Before the card is read aloud, the opposing team (the team that didn't draw the card) selects one of its own players to compete in this challenge. The player who drew the card goes first, calls a contact, and reads the question on the card, to which the contact must name a price.

The player may haggle with the contact to reach as low a price as possible, but CANNOT tell the contact they are playing a game until a final amount is determined. When the contact gives his final, lowest amount, the call is over. Play switches to the other team, whose chosen player now calls a contact and reads the same question. The same rules apply.

The player whose contact gave the lowest price wins the challenge for his team! Both players mark off their contacts as "called."

In this category, the team that wins the challenge scores, **regardless** of which team actually drew the Showdown card. Upon completion of this challenge, play moves to the team that did not draw the Showdown card.

*NOTE: If a player does not reach the contact, or is disconnected during the call, that team's turn is over. If the other team's player succeeds in reaching the contact and reaching a final price of any amount, that team wins the challenge. If neither team successfully reaches a contact and gets a final amount, neither team scores.*