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- Orange Timer (2 AAA batteries not included)
- 342 Cards

OBJECT OF THE GAME:

Players pass the Orange Timer around the room while trying to come up with the most hilarious words to complete the category or fill in the blank before the Orange Timer runs out.

Examples:

- Fill-In-The-Blank: He impressed her with his big _____.
- Naming: Places to put your tongue
- Questions: What are your best oral skills?

The player with the least amount of cards at the end of 13 rounds wins.

SET-UP:

Orange Timer

Carefully remove the battery door on the bottom of the Orange Timer and insert two AAA batteries (not included) in the direction noted inside the compartment. Replace the battery door securely.

Battery Safety Information:

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy and disposed of safely (do not dispose of batteries in fire, batteries may explode or leak).

Orange Toss Cards

Shuffle the deck and place the top 13 cards face down in a stack where the cards are within easy reach of all players.

HOW TO PLAY:

1. Players form a circle and the oldest player begins the game.
2. The first player grabs the Orange Timer, picks up the top card and reads it out loud. After reading the card he/she starts the Orange Timer by pressing the red button located at the bottom of the Timer. The first player then answers the card and passes the Orange Timer to the person on his/her right. Play continues to the right.

3. Once the second player provides an answer, he/she passes the Orange Timer to the next person (and so on).
4. The player holding the Orange Timer when the time ends has to keep the card as his/her penalty – even if he/she hasn't had a chance to answer. The Timer is randomized, so players don't know from round to round how much time they have!
5. Each card collected represents one round. There are 13 rounds in total.
6. After the first round is done, play continues to the right with that player reading the next card and passing the Orange Timer.
7. In the event of a tie at the end of 13 rounds, the players who have collected the least amount of cards compete in a Final Showdown. In the Final Showdown, players toss a coin to see who is the Reader. The winner of the coin toss picks a new card from the card pile, reads it out loud, starts the Orange Timer and provides the first answer. He/she then passes it to the other finalist (and so on). The player holding the Orange Timer when the time runs out loses the round. If there are more than two players in the Final Showdown, the remaining players repeat these steps until there is one player left. That player is the winner of the game!

Three Simple Rules:

1. Players can't repeat the exact words of another player's answer.
2. A player's turn ends as soon as that player has provided an acceptable answer and has passed the Orange Timer to the next player, even if the next player has not yet fully taken hold of the Orange Timer.
3. Players can decide that another player's answer is really bad (and doesn't really address the exercise). If this happens, a player must yell CHALLENGE. The player who is challenged needs to come up with a different answer before he/she can pass the Orange Timer to the next player.

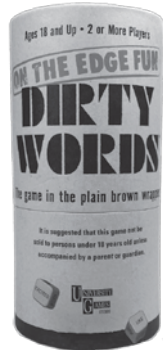
Note: Players can get as raunchy or hardcore as the group of players wants to go! The goal is to get off and have fun!

WINNING THE GAME:

The player with the least amount of cards at the end of 13 rounds wins.

Orange you glad you passed the Orange? We know....corny, but we couldn't resist!

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INSTRUCTIONS