VABANG!

INSTRUCTIONS

**What links these two passwords?
There must be some question!**

Think up a question for everyone, then listen to all the answers! Say something weird and surprise your opponents. Go for Vabang!

CONTENTS

electronic timer

The timer is an electrical device requiring batteries (3 × 1.5 V AAA).

168 cards with passwords

instructions

GOAL

The goal is to gain 10 cards by thinking of questions and answering them.

PREPARATION

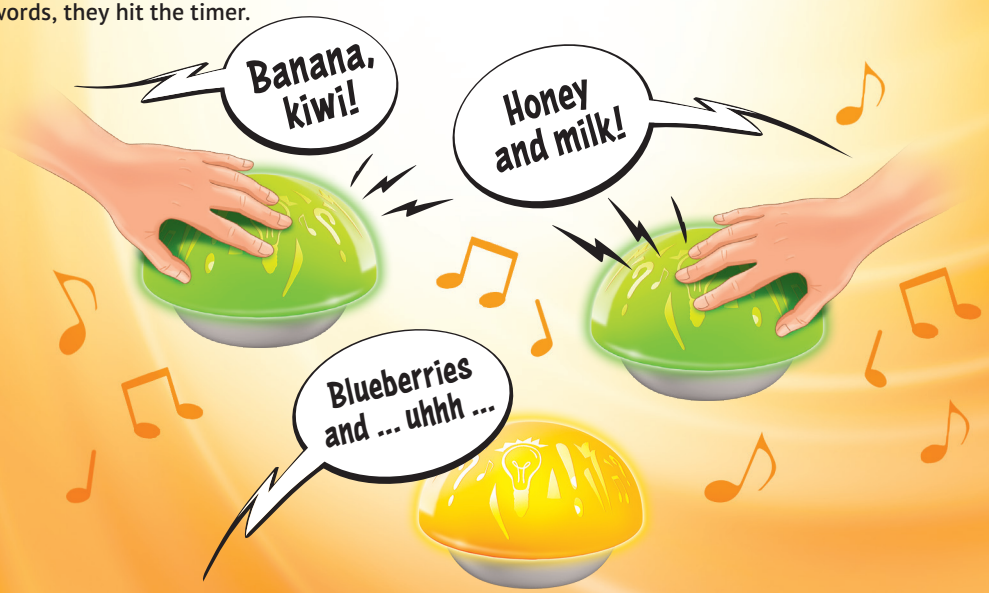
Put the timer in the middle of the table where everyone can easily reach it. Shuffle the deck of cards and place the deck in easy reach. Note that you have a 2-language version of the game. English passwords are in the yellow half of the card, and German passwords are in the black half of the card.

SEQUENCE OF PLAY

1. The youngest player starts the game. This player draws the top card from the deck and immediately chooses a pair of passwords (A or B) to read aloud from either side of the card.

2. Now all players (including the player who read the passwords on the card) try to quickly think of a question that links the passwords. The first player to think of a question asks it aloud and then hits the timer.

3. When the timer is pressed, it lights up and plays a melody. During this time, all players can answer aloud the question that was just invented and asked. Any player who thinks of 2 additional words answering the question can say them and hit the timer. Each time any player says 2 new words, they hit the timer.



You cannot repeat words that were already said earlier!

4. When the timer stops playing, the round is over. The last player who gave answers gains the card as a point.

The game is real-time. Simultaneously, each player first tries to think of a question linking the card's passwords, and then to say more pairs of words answering that question.

If a player makes a mistake, for example by saying a word that was already said, or by saying a word that makes no sense, the point is awarded to the player who last answered correctly.

If nobody says any additional answers to the question before time runs out, then the player who asked the question gains the point.

After finishing a round, the next player (left of whoever drew the previous card) draws the next card from the deck to start the next round.

Whoever first collects 10 cards is the winner!

GAME DESIGNER:
Michał Szewczyk

ILLUSTRATIONS AND GRAPHIC DESIGN:
Kamila Mrożek-Zielińska, Lemon Tree

TEAM:
Michał Ambrzykowski, Patryk Gęsiak, Mariusz Majchrowski, Eryka Stachowska, Adam Strzelecki, Agnieszka Walczak

TECHNICAL DEVELOPMENT:
Grzegorz Traczykowski

ENGLISH TRANSLATION:
Russ Williams

INSTRUCTION VIDEO

TREFL SA
Kontenerowa 25
81–155 Gdynia, Poland
www.trefl.com