

What is in this P&P version of Final Challenge?

6 x Golden Title Cards
6 x Red Character Cards
6 x Violet Action Cards
6 x Blue Object Cards
6 x Green Method Cards
4 x Reminder Cards
4 x Player Boards



*This version of the game is suitable for 3 or 4 players. Full version of the game is playable with up to 6 players.

How to play Final Challenge?

1. GOAL OF THE GAME

In this game you are competing to outplay everyone in a creative way and be the funniest, bravest and most resourceful. Perform the challenges successfully, be the first to gather one of the cards of each type and unlock THE FINAL CHALLENGE!

2. SETUP

1. Shuffle the cards thoroughly (give a nasty look to other players).
2. Form a draw pile by placing all of the cards face-down in the middle of the table, and say a prayer.
3. Decide who will donate a stopwatch on his phone for time tracking.
4. Give each player one player board, one reminder card and a funny nickname.
5. Leave a dedicated place on the table for the discard pile.

The player with the longest distance between the tip of their right ear and the tip of the nose will have the first draw! Congrats, you just became the current player, break the ice, come on, you can do it, we believe in you!

3. GAME FLOW

1. Resolve all unresolved challenges that expire this turn.
2. Current player draws a card and reads the challenge outloud.
3. Current player can:
 - Perform the challenge
 - Keep the card locked if challenge is successfully performed
 - Discards the card if challenge is failed
 - Ask for volunteers, or perform the challenge if there are none
 - Attack other player
4. Turn ends and the player to the left becomes the current player.

4. PERFORMING THE FINAL CHALLENGE

Whenever any player collects one locked card of each color, the Final Challenge is triggered and has to be performed instantly. Final Challenge is revealed by reading all of the card names from the left to right. If the Final Challenge is successfully performed, the player keeps the red personality card and places it in the winner pile. All their other cards from the Final Challenge combination (cards the player has used to generate Final Challenge) are discarded to the discard pile. Player keeps all other locked cards that were not part of the Final Challenge. The turn continues.

Final Challenge Basic deck, together with the two available expansions has more than 78 million of possible combinations, and by supporting us on Kickstarter you will help us create even more!

5. THE END OF GAME

As a result of extensive testing, we recommend playing until one player collects 2 red personality cards in the winner pile. As a group you can decide beforehand will you play until the deck is exhausted or someone dies of shame from performing a challenge or whatever the heck you decide, we are not the boss of you, we can't tell you what to do.