

BALLOON



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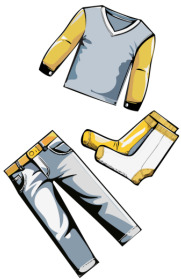
BALLOON

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BALLOON

LAUNDRY



LAUNDRY

LAUNDRY



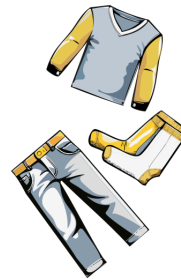
LAUNDRY

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PAPER BALL



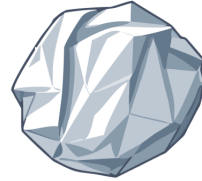
PAPER BALL

PAPER BALL



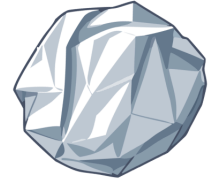
PAPER BALL

PAPER BALL



PAPER BALL

PAPER BALL



PAPER BALL

PILLOW



PILLOW

PILLOW



PILLOW

PILLOW



PILLOW

PILLOW



PILLOW



ANVIL



ANVIL



ANVIL



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BOWLING BALL



BOWLING BALL



BOWLING BALL



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BOWLING BALL

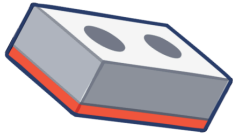


BOWLING BALL





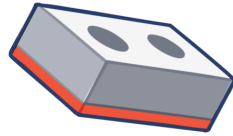
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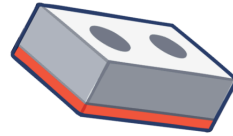
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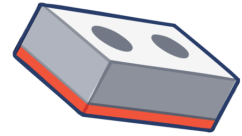
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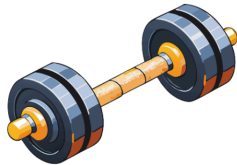
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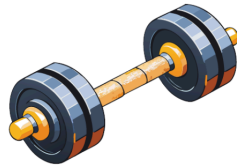
DUMBBELL



DUMBBELL



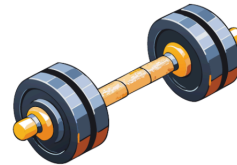
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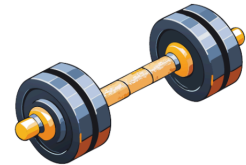
DUMBBELL



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PIANO



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PIGGY BANK



PIGGY BANK



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TOOLBOX



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POTTED PLANT



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POTTED PLANT



ARMY



ARMY



BICYCLE



BICYCLE



CONSTRUCTION



CONSTRUCTION



DIVING



DIVING



FIREFIGHTER



FIREFIGHTER

FOOTBALL



FOOTBALL

GLADIATOR



GLADIATOR

HOCKEY



HOCKEY

KNIGHT



KNIGHT

MOTORCYCLE



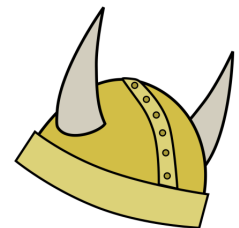
MOTORCYCLE

SKATEBOARD



SKATEBOARD

VIKING



VIKING

WELDING



WELDING

TRUST FALLS

By: Mmm Games

COMPONENTS

13 Helmet Cards
36 Heavy Object Cards
16 Light Object Cards
3 Directional Reference Cards
4 Rule & Reference Cards

SETUP

1. Remove the 13 **Helmet Cards** from the deck and give 2 to each Player.
2. Place the remaining **Helmet Cards** back into the deck and shuffle the deck.
3. Deal each player a number of cards based on the table below. Place the remaining cards in the deck to the side for use later.

# of Players	Starting Deal	Round 2 Deal	# of Lives
2	10 (+2 Helmets)	8	5
3-4	8 (+2 Helmets)	5	4
5-6	6 (+2 Helmets)	2	3

4. The player who most recently fell decides the direction of play (you have to admit how/why you fell to earn that choice). Choose from the Directional Reference Cards and place the corresponding card in the middle of the play area for all players to see during play.

Continue to Turn Sequence

TURN SEQUENCE

1. Each player chooses a card from their hand to play and puts it face down in front of them.
2. Once all players have chosen a card, someone counts down from 3 and all players flip their card over at the same time.
3. The result of the card will affect the player according to the Directional Reference Card in the middle chosen in Setup (Step 4).
 - A. **Heavy Cards (Red)** hurt. (see **Reference**)
 - B. **Light Cards (Green)** do not hurt.
 - C. **Helmet Cards (Blue)** protect against **Heavy**.
4. If a player was hurt from a **Heavy Card**, the card is placed face up in front of them to signal a lost life.
 - A. Once you have been hit a number of times equal to the number of lives designated in the Setup Table, you are eliminated!
 - B. When a player is eliminated, the circle of play closes and continues.
5. Play continues until there is 1 player left.

Continue to General Rules

GENERAL RULES

- No player may reveal their card until all cards have been chosen.
- Selected cards may not be changed once all players have made a selection.
- Once cards are played, create a discard pile where any used cards will be placed.
- Once a player is eliminated, their cards are discarded, not added to the deck or given to other players.
- Instead of flipping cards over simultaneously, you may flip them over one by one, but cards CANNOT be changed.
- If there is not a winner by the end of the first round, from the remaining deck of unused cards deal each remaining player a number of cards as specified in the Setup Table.
- If there still is not a winner after Round 2, deal each player 1 Card and continue as "Sudden Death".
- If the remaining players are tied in lives lost, the tie must be broken to decide a winner.

END GAME CONDITIONS

Once a Player has been hit by enough **Heavy Cards** equal to the number of lives as designated in the Setup Table, they are eliminated from the game! Once the eliminated Player is removed from the circle, you may have a new target and/or enemy.
The last Player left is the winner!

TIPS & TRICKS

- Every Player has the same amount of cards.
- Attacking with **Heavy Cards** goes with the direction of play, Defending with **Helmet Cards** goes against the direction of play!
- Pay attention to the players on either side of you and use your resources wisely.
 - **Light Cards** have no effect (just psychologically)
 - **Helmets** can protect you! Remember everyone starts with 2.
 - **Heavy Cards** are for eliminating players. Keep track of **Helmet** use!

DIRECTIONAL REFERENCE CARDS

In selecting a Directional Reference Cards for direction of play (does not apply to 2 Player games), the easiest way is to use one of the two Easy directions. However, you can increase the difficulty by choosing another instead.

Easy - Clockwise / Counterclockwise

Medium - Alternating

Start the game with the direction stated to use first. Then, each turn, reverse the direction. Also known as Revenge mode.

Hard - Choose (4+ Players Required)

Each player selects their target at the start of each turn. All must have a different target and cannot target themselves. Choose again if stuck.

Hard - Every Other (4+ Players Required)

Select an Easy Direction to pair with this. Skip the next person in order and the player after them is your target. Increase difficulty even more by using Alternating.

MORE WAYS TO PLAY

Whirlwind Mode

Each player may change the direction of play once per game (at any point when cards are not being revealed), overriding the last direction.

Hopeless Mode

After dealing each player 2 **Helmet Cards**, remove the rest and only play with **Heavy** and **Light Cards** in the deck before shuffling and dealing.

Blind Luck Mode

Shuffle all the cards without giving **Helmet Cards** out at the beginning. But don't forget! You must deal 2 extra cards to each player when you deal the starting hand to replace the 2 **Helmets** lost.

Or come up with your own fun rules to add and make the game more interesting!

REFERENCE

HEAVY

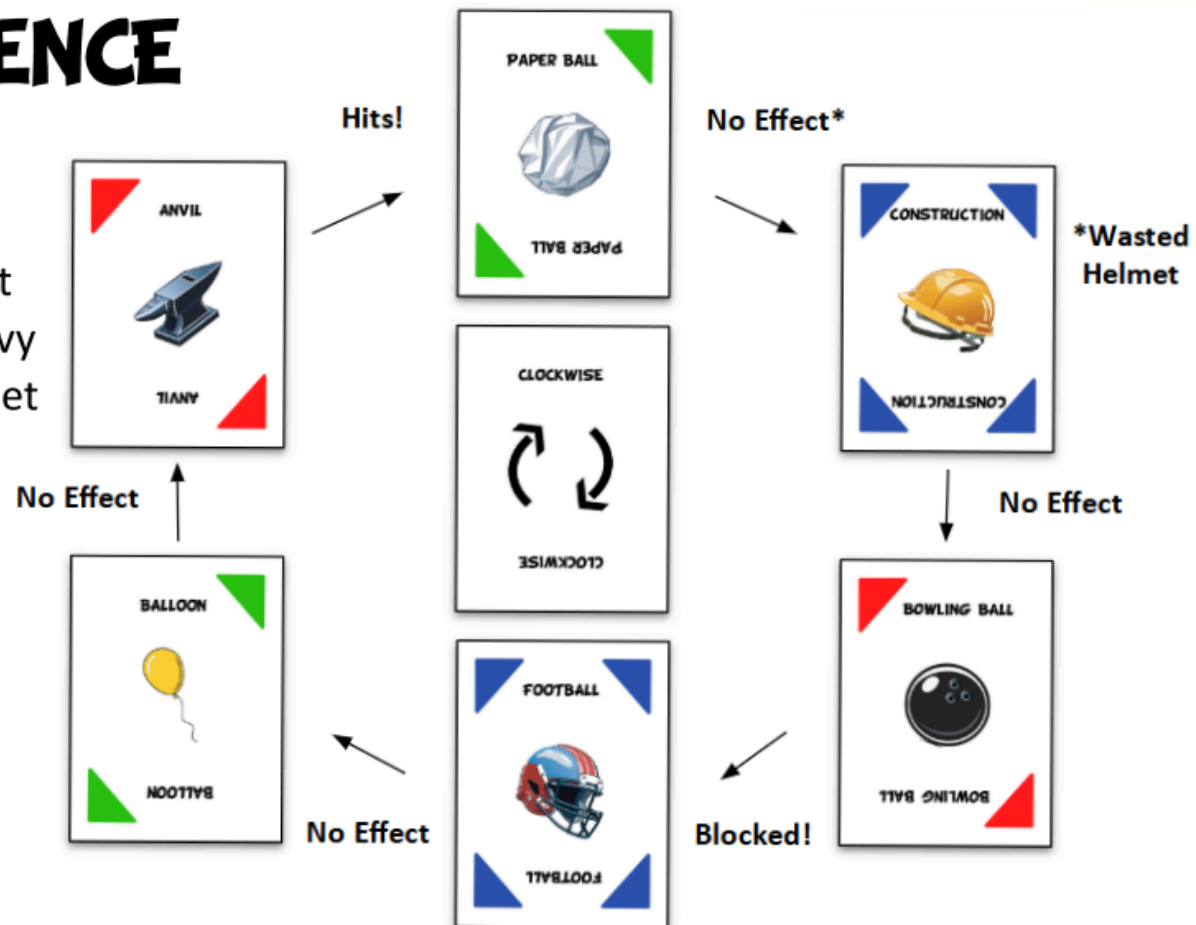
Hits Against Light
Hits Against Heavy
Blocked by Helmet

LIGHT

Wastes Helmets
Does not Hit

HELMET

Blocks Heavy
Does not Hit



Only the Player who played the Paper Ball loses a life this turn.
The Player who played the Football Helmet successfully defended against the Bowling Ball.
The Player who played the Construction Helmet wasted the Helmet against the Paper Ball.