

# NICE TRY TEAM EDITION



For 4+ players, from 8 years, playing time 45-90 min.

In NICE TRY - TEAM EDITION you will face fast, crazy and funny challenges in the categories of cleverness, skill and physical awareness.

Complement each other's skills and play cooperatively against other teams! The better your teamwork, the more points you can earn. But if you overestimate yourself or fail at a task, you will receive minus points. The team that has the most points after 8 challenges wins the game.

## 1. GAME MATERIAL

32 common challenge cards, 22 ultimate challenge cards, 1 card "gamemaster", 1 scoring pad

You will also need various items from your household, such as pens, paper, coins or spoons. You will find the exact information about it on the challenge cards.

## 2. GAME PREPARATIONS

Form teams of 2 or at most 3, with as equal a number of people as possible. If the distribution doesn't quite work out, that's no problem.

Sort the cards by their backs and form 2 piles: one with common challenge cards (32) and one with ultimate challenge cards (22). Shuffle the two piles separately and thoroughly.

Then draw **5 common challenge cards and 3 ultimate challenge cards** and shuffle them together. This is your challenge pile for the entire game. Each team gets a pen and a score sheet on which they write down their team's name. Put the scoring pad and all remaining cards back in the box.

The team with the funniest name gets the "gamemaster" card first. You take over the moderation of the current round, but also play the challenge normally. In case of any ambiguities or disputes, it is your task to solve these problems fairly.

Note: New scoring sheets are available for free download and printing at: [www.leipzigerspiele.de/nicetryplus](http://www.leipzigerspiele.de/nicetryplus)

## 3. GAME PROCEDURE

A game consists of 8 challenges. The gamemasterteam draws a card from the challenge pile and reads the challenge category and the task aloud.

The challenge descriptions will mention "A" and "B". This means 2 people from the same team. If your team consists of 3 people, you decide for each challenge who should compete.

After a short consultation time, all teams will face the challenge one after the other. The team with the card "gamemaster" starts, then the teams play clockwise. There will also be challenges that have to be completed by all teams at the same time.

You then write down the points you have won or lost on your score sheet in the corresponding line. After each completed challenge the "gamemaster" card is passed clockwise to the next team. The new gamemasterteam draws a new challenge card and reads it aloud.

**Note:** If a challenge cannot be completed due to lack of material or physical limitations, a new card from the same category is drawn instead.

### Common Challenges

Under each challenge you will find 4 levels of possible bids. Decide with your team which bid you are confident with or how many points you want to play for. Write down your bid on your score sheet in the corresponding line. This is the **minimum** score you have to reach. Several teams are allowed to place the same bid. The lowest level is always the minimum bid.

If you manage to reach your goal, you will receive the corresponding points (e.g. 3). Even if you do better than that, you will only get the points you bid for. However, if you fail a challenge you will receive the same amount of minus points (-3).



CLEVERNESS



SKILL



PHYSICAL AWARENESS

## Ultimate Challenges

**CHAMPIONSHIP:** All teams participate in this challenge. Ex-cep-tion-less! The winning team earns 3 points. All other teams will gain valuable experience and will receive 0 points. In case of a tie, the best teams will receive 3 points each.



**BID'EM UP:** All teams place bids and outbid each other until only one team is left. Bids are placed clockwise, starting with the gamemasterteam. Only the team with the best bid is allowed to do the challenge for 3 points. In case of failure, they earn 3 minus points.



And if you don't risk anything, you don't lose anything, but you don't get any points either.

## 4. THE JOKERS

Each team has 3 jokers, each of which can be used only once per game. Used jokers must be checked off on the score sheet. The jokers **Upgrade** and **Downgrade** can only be used in common challenges, directly after completing a challenge. The joker **Nice Try** can be used in every challenge, while a team is in the process of passing a challenge or directly afterwards.

**UPGRADE:** You've stacked low, but you've done better than you thought you would? Nice! Then upgrade your bid to the level you reached. It doesn't matter if you upgrade your bid from level 1 to level 2, or even to level 4.

**DOWNGRADE:** You were too optimistic and overestimated yourself? Dang! With this joker you can correct your bid downwards. You do not only avoid minus points, but also secure the points of the level you have actually reached. You have not even made it to the lowest level? That's embarrassing, of course. But then you still get only 1 minus point by this joker.

**NICE TRY:** At any point in the game, you can shout a heartfelt "Nice Try!" to another team out of respect or glee. Each *Nice Try* you receive counts for 1 point at the end and is noted with a dash on your score sheet. All teams are allowed to earn multiple *Nice Try* points. If a team is "nice" enough to give a *Nice Try* to someone else, they will also note 1 point in their *Nice Try* points box.

## 5. END OF GAME AND SCORING

After 8 challenges the game is over. Each team adds up the points they have scored and the *Nice Try* points they have received or submitted. The team with the most points wins the game. In case of a tie, the best teams compete in a final challenge by drawing a common challenge card, ignoring the different points and bids on the bottom of the card. The team with the best score wins the game. If you are still tied, draw a new card and repeat the process until the winning team is found.

**NICE  
TRY**  
**TEAM EDITION**  
THE CHALLENGE PARTY GAME



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## List of material needed for NICE TRY Team Edition

This is an overview of all the material used in the Nice Try Team Edition box.

Only the items for the 8 challenges that are played are needed per game.

- 1 pen for each player (best if you have 1 pen ready for each team so they can all write down their bids.)
- some sheets of paper (DIN A4)
- Stopwatch (e.g. on a smartphone)
- Tape measure
- 1 toilet paper roll
- some loose sheets of toilet paper
- 1 book
- 1 fineliner or pen with a cap
- 3 random objects
- 2 spoons
- 1 fork
- 15 coins
- 2 packs of handkerchiefs
- some playing cards (You can also take the remaining cards from the Nice Try Team Edition box.)
- 1 ruler
- 1 string or twine
- 1 pot or bucket

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