

# “Action cards” explanation booklet

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Most of the challenges require a setup that is not part of the challenge. Both hands may be used for this.

The other players turn over the sand timer when the player is ready.  
 Exceptions: For cards 4, 6, 7, and 12, the player whose turn it is must turn the sand timer over themselves.

Some challenges require cards as playing materials. Please use cards you have already drawn or from the draw pile.

## Card 1



**High five:** Slap the outstretched, motionless hand of one of your fellow players.



**ET greeting:** Touch your index finger to the motionless index finger of a fellow player.

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## Card 2



**Box throw:** Place the box on the table at a distance of two times the box length from the player whose turn it is. Throw the large paper ball into it.



**Tower throw:** Use three cardboard rolls to build a tower as shown. Use the large paper ball to knock down **all** of the cardboard rolls set up at a distance of two times the box length from the player whose turn it is.

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## Card 3



**Stack a tower:** Use two cardboard rolls and one playing card. Stack them in the order of cardboard roll, card, cardboard roll.



**Stack a tower – extreme:** Same as above, but with an additional card on top.

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## Card 4



**Hide the sand timer:** Turn the sand timer over. Place a cardboard roll over the sand timer without it falling over.



**Score a goal:** Set up two cardboard rolls about 10 cm apart as goalposts and flick the small paper ball between them.

### Card 5



**Egg race:** Place a cardboard roll on the table. Take the spoon in your dominant hand. Place the small paper ball on it. Balance it over to the cardboard roll and tip the ball inside.



**Egg race – extreme:** Same as above, but use your **weaker** hand.

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### Card 6



**Stack a pyramid:** Place three cardboard rolls next to each other on the table. Stack them into a pyramid without them falling over.



**Stack a pyramid – extreme:** Place two cardboard rolls and the sand timer next to each other on the table. Stack the cardboard rolls and sand timer to form a pyramid without them falling over.

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### Card 7



**Card cover:** Place a cardboard roll and this card on the table. Stand the cardboard roll up and place the card on top of it.



**Card cover – extreme:** Place this card on the table. Lay the sand timer ready. Turn it over, then place the card on top of it.

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### Card 8



**Arrange cards:** Place two cards on the table in any order. Slide the cards so that they're parallel to each other.



**Arrange cards – extreme:** Place four cards on the table in any order. Slide the cards to form a rectangle.

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### Card 9



**Put the lid on:** Lay down the pen and lid separately. Pick both up and put the lid on the pen.



**Don't get wet!:** You will need the bowl and two beakers; fill one of the beakers with water. Pour the water from the full cup into the empty one over the bowl.

### Card 10



**Write a name:** *Lay down a pen and a sheet of paper.*

Write a four letter name. \*



**Write a name – extreme:** *One player places a sheet of paper on the box lid and holds it up in front of them, keeping the sheet of paper firmly in place. Write a four letter name on the paper.*

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### Card 11



**Join the dots:** *Lay down the pen and paper that you marked with the numbers 1 to 4 while setting up the game. Connect the dots in the correct order.\**



**Join the dots – extreme:** Same as above, but with dots and numbers 1 to 6.\*

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### Card 12



**Stack a chip:** *Lay down a chip and the sand timer.*

Turn the sand timer over and place the chip on top of it.



**Stack a chip – extreme:** Same as above, but with three chips.

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### Card 13



**Pick up the ball:** *Lay down the spoon, place the box lid on the table, and throw the small paper ball into it. Use the spoon to fish the ball out.*



**Flip the card:** *Place the box lid on the table a short distance from the player whose turn it is, then place the card on the edge of the table so that it sticks halfway over the edge. Use the top of your flat hand to flip the card into the box.*

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\* The player whose turn it is may hold the sheet of paper with their free hand to keep it still.