

2-8 PLAYERS · AGES 14+

# MARBLE RYE BREAD CHALLENGE

If both teams have at least 50 points, a team may choose to skip their regular turn and attempt the Marble Rye Challenge to score 20 points and win the game! To do this, find an open space and place the 'start' and 'finish' cards five large steps apart. Nominate a teammate to stand behind the 'start' card and give them the marble rye and fishing pole. They can use their hands to hook the marble rye, but then must use the fishing pole to fling the marble rye so it lands within one fishing-pole length of the 'finish' card before the sand timer runs out. Teammates may help by retrieving the marble rye between attempts. If they succeed, their team scores 20 points and wins the game! Otherwise, play passes to the other team.

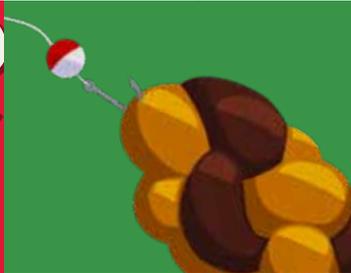


Note, you do not need to complete the Marble Rye Challenge to win the game, you may instead try to earn enough points doing the challenges on the cards.

# Seinfeld™

## THE PARTY GAME ABOUT NOTHING

# INSTRUCTIONS



**OBJECT OF THE GAME**  
Be the first team to score 70 points!



**Contents:** 176 Challenge Cards, 1 Card Box, 1 Challenge Die, 8 Character Tokens, 6 Newman Tokens, 22 Point Tokens, 2 Challenge Reference Cards, 1 60-Second Sand Timer, 1 Start Card, 1 Finish Card, 1 Marble Rye Bread, 1 Fishing Pole, Instructions



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# SETUP



1. Split into two equal-sized teams (or as close to equal as possible). Each team takes a challenge reference card and a set of four character tokens — one each for Jerry, George, Elaine, and Kramer. You will use these to lock in your guesses!
2. Place the box of cards in the center of the play area along with the marble rye bread, fishing pole, 'start' and 'finish' cards, sand timer, and pile of point tokens.
3. Flip all six Newman tokens so the side with the ! is showing and mix them up, leaving them between the two teams.
4. Choose one team to go first!



# ON YOUR TURN

Roll the challenge die and announce the challenge you rolled to the opposing team. The opposing team draws a challenge card and reads you the challenge based on the icon you rolled. There are five types of challenges, plus the Newman icon.

The first team to score 70 points or more wins the game. However, if both teams have at least 50 points, a team may choose to skip their regular turn and attempt the Marble Rye Challenge to win the game! Turn to the back page.

# CHALLENGES

**Trivial Challenge** **10 points**  
 The other team reads you the multiple-choice question on the challenge card, then flips the sand timer. Your team has until the timer runs out to provide the correct answer. If you get it right, score 10 points.

**Act it Out Challenge** **5 points**  
*If either team has only 1 player, reroll. This challenge requires at least 2 players on each team.* **for each correctly guessed clue**

Your team nominates one teammate to take the question card and act out the four clues — all things seen or referenced in the episodes of the show — without speaking. When you're ready, the other team counts down from three then flips the sand timer. Score 5 points for each clue your team guesses before time runs out. Your teammate may confirm correct guesses.

**Who Said That? Challenge** **10 points**  
 The other team reads you the quote that is next to the speech bubble — yellow or gray — rolled, then flips the sand timer. Your team has until the timer runs out to choose which main character is the source of the quote. Use your character tokens to lock in your guess. If you get it right, score 10 points.

**Guess Who? Challenge** **10 points**  
 The other team reads you the guess-who question on the challenge card then flips the sand timer. You are allowed to see the picture which may jog your memory. Your team has until the timer runs out to choose which main character (or characters) the question is asking about. Use your character tokens to lock in your guess. If you get it right, score 10 points.

**Newman!**  
 Your team must choose one of the ! tokens and flip it face up. If you reveal Newman, lose 10 points, flip all six ! tokens face down and mix them up, then roll the challenge die again. If you do not reveal Newman, leave the token face up, score 5 points, then roll the challenge die again. The two teams share the tokens, which are only reset once Newman is revealed.

## FRONT

What prank does Elaine pull on Jerry and George at Monk's Cafe in the episode "The Outing"?  
 A. She convinces two beautiful women that they are both rich, single doctors.  
 B. She talks loudly to Jerry and George as if the two of them are a couple.  
 C. She steals all of the toilet paper from the bathroom right before they have to use it.  
 D. She swaps Jerry's tea with George's coffee while they are using the bathroom.  
 Answer: B

Spare tire Superman Wishbone Suspect

"You know you really shouldn't brush twenty-four hours before seeing the dentist."

Answer: Kramer, "The Jimmy"

"You happen to be a very eligible lesbian."

Answer: George, "The Smelly Car"

Answer: George, "The Seinfeld Chronicles"

## BACK

Which character offers expert advice on how to know what someone is thinking by their greeting?

