SCORING

Use a pen and paper to mark scores as players go “out” or the turn ends.

1. When a Guessing Player goes “out”, they get 1 point for each Situation Tile that got a YEAH answer. But if you are still “in” when the It Player answers NOPE, you don’t score any points that turn.

2. If the It Player ever answers NOPE, they get 1 point for each Situation Tile played that turn. If all the Guessing Players go “out” before the It Player answers NOPE, the It Player doesn’t score any points that turn.

3. If the NEVER Tile was played and the answer is NOPE, the It Player gets 3 points.

4. If the NEVER Tile was played and the answer is YEAH, all Guessing Players get 3 points.

EXAMPLE: Jess answered YEAH to the first two Situation Tiles and answered NOPE to the third Situation Tile. Shawn got “out” after the first tile, Karla got “out” after the second tile, and Beth and Dave were still “in” when Jess answered NOPE.
- Shawn scores 1 point for the tile before he got “out”.
- Karla scores 2 points for the two tiles before she got “out”.
- Beth and Dave score 0 points because they were still “in” when Jess answered NOPE.
- Jess scores 3 points: 1 for each Situation Tile played that turn.

ENDING THE GAME

Once the agreed upon number of rounds has been played, the game is over. The player with the most points wins! If there is a tie, the player who told the best story wins!

OBJECT

Work together to play a Situation Tile on the It Player’s Experience Card. If the combination is true, the It Player answers YEAH and you all score! Keep playing Situation Tiles to score more points, but be sure to stop before the It Player answers NOPE, or they’ll score instead!

SET UP

1. Grab a pen and paper for scoring.

2. Spread out all the square Situation Tiles in the center of the play area. It doesn’t matter which sides are facing up. If you are playing with people under 21, you may choose to remove the tile marked 21+.

3. Each player draws 10 Experience Cards and takes one Wager Token, placing it in front of them with the “in” side facing up.

4. Decide how many rounds to play. A round consists of each player taking a turn as the It Player. Two rounds are recommended. For a shorter game, or in a 7- or 8-player game, one round may be enough.

5. The player who most recently had a birthday is the first It Player. They take the sequined game box.
**HOW TO PLAY**

1. The It Player chooses one Experience Card from their hand, plays it face up in front of them, and reads it aloud.

   It doesn’t matter if the Experience Card you play is true or not, but you don’t want the answer to be obvious or you’ll be giving the Guessing Players a big advantage.

   Although you only play one card per round, you have 10 cards in your hand to give you plenty to choose from.

2. All other Guessing Players work together to choose one Situation Tile that, when added to the Experience Card, is true for the It Player.

   - You may only choose from the visible Situation Tiles – don’t flip them over.
   - Players are free to discuss anything they know about the It Player when making their decision.
   - If the Guessing Players cannot agree on which Situation Tile to play, the final decision falls to the player who is still “in” on the It Player’s left.
   - All Guessing Players must be “in” for the first Situation Tile. See step 5 for more about going “out” and staying “in”.

3. Place the chosen Situation Tile below the Experience Card and read them both aloud.

4. The It Player uses the game box to reveal if the card and tile combination is true (YEAH) or not true (NOPE). Answer honestly, but don’t spill your story yet!

   If the NEVER Tile is played and the card is something you have not experienced, you’ll answer YEAH, since it’s true that you’ve never done it. As no other tiles would apply, the turn is over. Proceed to scoring.

   If the NEVER Tile is played and the card is something you have experienced, you’ll answer NOPE.

5. If the answer is NOPE: The turn is over. Tell your tale and proceed to scoring.

   If the answer is YEAH: Each Guessing Player individually decides if they want to go “out” and score the points they just earned or stay “in” for the next Situation Tile.

   - If any player is still “in”, set aside the previously played Situation Tile and repeat steps 2 through 5.
   - It’s not necessary for Situation Tiles to work in combination with each other. Each Situation Tile is evaluated separately.
   - A Guessing Player can flip their Wager Token to go “out” and score their points at any time before the It Player reveals their answer. However, once you go “out”, you can’t come back “in”.
   - Once all Guessing Players have flipped their Wager Tokens to “out”, the turn is over. Share your story and proceed to scoring.

   You may only choose from the visible Situation Tiles – don’t flip them over.

   Players are free to discuss anything they know about the It Player when making their decision.

   If the Guessing Players cannot agree on which Situation Tile to play, the final decision falls to the player who is still “in” on the It Player’s left.

   All Guessing Players must be “in” for the first Situation Tile. See step 5 for more about going “out” and staying “in”.

   If the NEVER Tile is played and the card is something you have not experienced, you’ll answer YEAH, since it’s true that you’ve never done it. As no other tiles would apply, the turn is over. Proceed to scoring.

   If the NEVER Tile is played and the card is something you have experienced, you’ll answer NOPE.

**NEXT TURN**

1. Flip the Situation Tiles that were played so the other side is facing up, and return them to the center of the play area.

2. All players flip their Wager Tokens so the “in” side is facing up.

3. The It Player discards the Experience Card they played and if you are playing more than one round, draws a new card to replace it.

4. Play passes to the left, and the new It Player takes the game box.