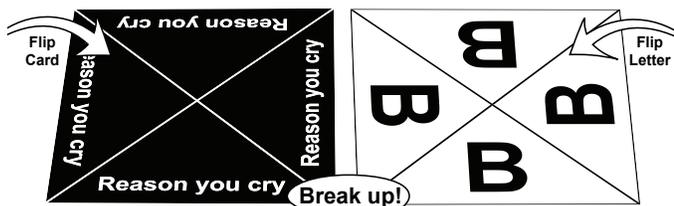


RULE SET #1: PARTY PLAY

SETUP: Put black pile & white pile face down

- 1 Flip a black category card and read it aloud, then immediately flip over a white letter card



- 2 First to yell out an answer starting with the letter that fits the category wins the round
- 3 Winner takes the black card to keep score, champion is whoever finishes with the most!

Get the latest official rules at:
qndgames.com/rules

PARTY TIPS - QNDGAMES.COM

- Flip a new letter if the group gets stuck, reshuffle the white cards when required
- Game ends once all category cards are won
- Answers can be a word or short phrase

#1 OPTIONAL DRINKING RULES

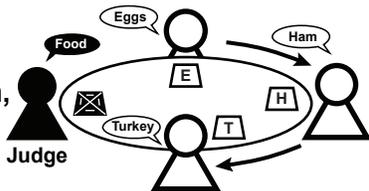
- The round winner gets to allocate one drink to a player of their choosing
- If a player shouts an answer that the group rejects, that player takes one drink
- If nobody yells an acceptable answer within 5 seconds everybody takes one drink
- If you repeat an answer, finish your drink

NOTE: Drinking rules are entirely optional. Players may voluntarily add a liquid of their choice and stop anytime. Do not drink to excess or force others to drink.

RULES SET #2: JUDGE PLAY

SETUP:

Put black pile and white pile face down, one player is the initial judge.



- 1 Judge reads a black category card aloud, then hands out a letter card to each player
- 2 Players have 10 seconds to think of an answer starting with their own letter card
- 3 Then go clockwise around the group and have each player say their answer, or pass
- 4 Once all players have answered or passed, the judge decides their favorite answer
- 5 Winner gets the black card to keep score, player on judge's left is the new round judge

JUDGE TIPS - QNDGAMES.COM

- Reshuffle white cards when required
- Play for as long as you like or until all black category cards are won
- Answers can be a word or short phrase

#2 OPTIONAL DRINKING RULES

- The round winner allocates one drink to a player of their choosing
- If a player doesn't think of an answer and passes for the round, they take one drink
- If a player gives an answer that at least half the group agrees is lame, that player should take two drinks

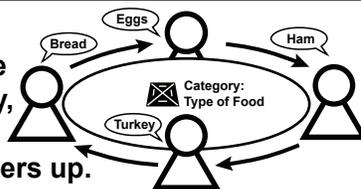
NOTE: Drinking rules are entirely optional. Players may voluntarily add a liquid of their choice and stop anytime. Do not drink to excess or force others to drink.

RULES SET #3: FINGER PLAY

SETUP:

Place a face down pile of category cards only, no letters are used.

All players hold 5 fingers up.



- 1 Any player flips a category card and reads it aloud (prior round loser will flip next round).
- 2 Player on left now has 5 seconds to yell an answer. The answer can start with any letter.
- 3 Next player on left now has 5 seconds to yell another answer. No one may repeat answers.
- 4 Continue around the circle until a player is unable to give an answer within 5 seconds.
- 5 Round loser lowers 1 finger to keep score. Lose all 5 and you're out. Last survivor wins.

FINGER TIPS - QNDGAMES.COM

- An acceptable answer should have the support of at least half the group
- Play 3 fingers for a shorter game or 10 fingers for a longer game (4 player max)

#3 OPTIONAL DRINKING RULES

- If a player fails to yell a valid answer within the 5 seconds, they take one drink
- A player can extend their time beyond 5 seconds if they drink while they think
- If you repeat an answer, finish your drink
- Once a player has lost all their fingers and is out, they should finish their drink

NOTE: Drinking rules are entirely optional. Players may voluntarily add a liquid of their choice and stop anytime. Do not drink to excess or force others to drink.