

## SPECIAL RULE FOR EXTRA THOUGHT

Do not read this.

Why are you reading this? You don't follow instructions very well do you. Or DO YOU?

Let's see...

What's the opposite of snailmail?

Remove the first letter of a liquid oozing from a sore.

Accompanied by.

The singular of those governed by a monarch.

Of.

The single letter that can see.

Having worked out the answer to something.

Not able to be seen.

Pursuit to catch or kill animals.

What you do when you taste something horrible.

## CREDITS

**Game Design:** Martin Nedegaard Anderson

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AGE  
EDAD  
10+



## ANSWER 6 EASY QUESTIONS WRONG TO GET IT RIGHT!

*Sounds easy? Well, it should be — except that there is a short time limit and our brains are wired to give the right answer to an easy question.*

*Still sounds easy? Well, then let's add a rule that each wrong answer can only be given once.*

What!? Still too easy? Okay, then sometimes you have to give the right answer and sometimes the wrong answer. That should make it hard enough for ya!

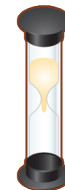
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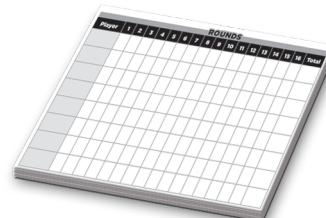
300 cards (600 questions)



2 dice



30-second timer



score pad

## OBJECT OF THE GAME

Come up with the wrong answers to get it right... Except sometimes you need to give the correct answer!

When you manage to answer correctly (wrong or right), you or your team wins points.

The highest score after everyone has gone twice wins!

## SETUP

The game is played individually or in teams. Place the cards in the drawbox in the center. That's it, you're done here.

## THE GAME

Players will take turns going clockwise. Choose a player to be the first SPITTER. The player to the left of them is the first READER. (If playing in teams, then a teammate should be the READER.)

The Reader now takes 6 cards from the box and prepares to read from one side only. The Spitter rolls the two dice. The numbers rolled are the questions that they must answer CORRECTLY. All other questions must be answered INCORRECTLY. If the numbers rolled are the same, then that is the ONLY question that must be answered correctly.

Flip the sand timer, then read each question one by one. *The Spitter must answer each question incorrectly except for the questions indicated by the die roll which must be answered correctly.* The other players should keep track of how many are answered properly for scoring.

When time is up or all 6 questions have been answered, the SPITTER's turn is over and they score. Using the scorepad, give the Spitter (or his team) one point for each question properly answered and a bonus of 1 point if they got all 6 answered properly.

## HOW TO SPIT IT OUT PROPERLY

When you give a wrong answer it must somehow be related to the type of question, e.g. you cannot answer "blue" to a question like "Who brings presents for Christmas" (but you can answer "the Easter Bunny" or "a cow" etc.). If there is a dispute, then the group must vote to allow the answer or not. The READER's vote is worth two votes. If there is a tie, then the SPITTER's answer is allowed.

## WINNING

Highest score wins after everyone has been the SPITTER twice. For a longer game, allow everyone more chances to be the SPITTER.

