WHAT’S THE POINT?!?
The point is to have a laugh and some fun by tapping into your darker side, but if you’re one of those people who has to “win at everything,” here’s how you play and score points: In each round, every player writes a response to a Nasty THINGS® topic, and then you take turns trying to eliminate each other by guessing which player wrote what. All you need to play is some people with a pulse (you may not want to play this version with your grandmother... unless, who knows, maybe your grandmother is a dominatrix).

www.thegameofthings.com
THE STUFF YOU GET IN THIS BOX

256 Topic Cards

Response Pad

8 Pencils

FOREPLAY

• Decide who keeps score. Pick someone who is at least semi-honest, and can add small numbers. This person needs to find a sheet of paper.
• Each player takes a pencil and a sheet from the Response Pad. All the pencils and sheets are the same so no fighting over who gets which one.
• Put the pile of cards face down and nearby. Now you’re ready to begin. Remember, once you start, it’s hard to get the genie back in the bottle.

THE GOOD STUFF

1. One of you starts as the Reader. Just pick somebody. That person picks a topic and reads it aloud.

WHAT THE HELL IS A READER?

• Like we said, it’s the person who reads the topic card. Duh.
• Also, the Reader keeps the game moving if some lame brain takes too long writing a response.
• The Reader reads all of the responses aloud before the guessing starts.
• The Reader rereads the remaining responses any time during the round to remind those of you who started the party too early which responses are still left.

*see A FEW MORE THINGS... for more about the great and powerful Reader.
2. Everyone (you, too, Reader!) writes a response on one strip of paper from their response sheet. Fold it twice and give it to the Reader.

**LISTEN UP:** There are no right answers. There are no wrong answers. This isn’t math homework… and these are topics, not questions. You can write whatever you want: straight-up THINGS…, funny THINGS…, whacked-out THINGS…, or write something just to confuse THINGS…

**IMPORTANT NOTE:** Please don’t feel that you have to write down the truth, unless, of course, the truth is funny!

3. The Reader reads all the responses aloud a couple times so everyone can remember.

4. The player to the left of the Reader guesses first. Choose any one of the responses you heard and try to match it to one of the players. If you are correct, the Reader gives the response sheet back to its writer and that player is out of the round and can no longer guess…buh-bye! If you’re wrong, you’re still in the round, but the next player to the left now gets to try guessing. You continually move left around the table as you eliminate players and responses. You’re only out of the round if someone correctly matches you with your response. (You do not get any points for eliminating yourself so don’t try any funny stuff.)

5. **THE ROUND ENDS** when only one player has not been matched to their response. If that was you, then congratulations. Either you know your twisted friends well or, more likely, you are the most sober person playing. To start the next round, the person to the left of the last Reader chooses a topic and becomes the new Reader.

**THE GAME ENDS** when (A) every player has been the Reader OR (B) the number of rounds agreed upon at the beginning have been played.

If you are laughing uncontrollably, just keep going or start another game. It’s up to you.

**SCOOOOORRRRRREE!**

You get one point for each correct guess.

Two points go to the player left at the end of the round whose response was not correctly paired to them.

Make sure the scorekeeper writes this stuff down!
FTW
The player with the most points at the end of the game can declare themselves the winner, but if you have tears running down your face or pee running down your leg due to uncontrollable laughter, I think we know who the real winners are.

A FEW MORE THINGS...

THE ALMIGHTY READER: When reading responses, only read them aloud. Don’t study them quietly…that’s totally unfair to the other players.

“But what if the Reader recognizes a player’s handwriting,” you ask? Yeah, yeah, we know this could be an issue, but we like to include the Reader! You could always disguise your handwriting, but hey, if it’s really killing your buzz, then have the Reader write a response but not guess. The other players still must try and match the Reader up to what they wrote for a point but when it’s the Reader’s turn to guess they simply pass. It works well either way.

We really don’t wanna hear your comments about this game, but we know you’re gonna bitch about something, so go ahead and express yourself at info@thegameofthings.com, or at the website www.thegameofthings.com, or write to NASTY THINGS..., Suite 144, 412 Roncesvalles Ave., Toronto, ON, CANADA M6R 2N2. Yah, we’re Canadian. You got a problem with that? (Whoops, sorry, that wasn’t very polite.)