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**IF YOU
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HOW DO I PLAY?

I DON'T WANT TO READ. WHY CAN'T CREEPY CARTOON DENTISTS TELL ME HOW TO PLAY?



Play a card, from 5 cards in your hand, that you think the judge would least want to do.

Convince the judge your card is the worst card and win 1 point.



First one to 5 points wins.



CLASSIC RULES

Best for Smaller Groups

Everyone in the group is dealt 5 cards. The most attractive person is judge first.

Each player then plays a card face down that they think the judge would *least* want to do. The judge turns over and reads the cards aloud.

Each player then makes their case to the judge why their card is the *worst* of the cards that have been played.

The judge may ask follow-up questions about the card to the person who played it. (For example, card #1 "Sleep in a Bucket" . . . "Do I have to sleep in the bucket every night?" or "When I travel do I have to take the bucket with me?")

The judge chooses the worst card. The person who played this card wins 1 point.

Everyone draws a new card so they have 5 cards in their hand again. The judge now rotates to the left.

The first player to 5 points wins.

TEAM RULES

Best for Bigger Groups

Split into two teams. The most smart person is judge first.

The judge draws two cards, and assigns one to each team.

Each team then tries to convince the judge why their card is the *worse* card of the two.

The judge chooses the worse card; this team wins 1 point.

First team to 3 points wins.

TOO CHAOTIC?

If everyone won't stop arguing the judge can set a time limit for each team (1 minute per team). Each team can also elect a spokesperson to speak on behalf of their team.