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THINGS... you shouldn't try to do in the dark

SET UP YOUR GAME LIKE THIS

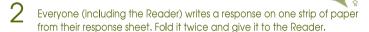
- Someone keeps score. This player takes the score pad. • Every player gets a pencil and one sheet from the
- response pad.
- Place the cards face down within reach of all the players.



Pick a player to be the Reader for the first round. This player picks a card and reads it aloud.

WHAT THE READER DOES

- Keeps the game moving
- Doesn't let people linger too long on their responses
- Reads all of the responses aloud
- Re-reads the responses for those with short memories *see END NOTES for more info about the reader



IMPORTANT: There are no correct answers! These are topics not questions. So write whatever you want: straightforward things..., funny things..., outrageous things..., or write something that another player might write just to confuse things...

VERY IMPORTANT: Please don't feel the need to write down the truth. unless, of course, the truth is funny!

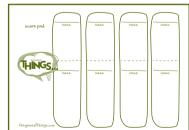
- The Reader reads ALL the responses aloud a couple of times.
- The player to the left of the Reader guesses first. Choose any response and try to match it to the player who wrote it. If you're right, the Reader gives the response sheet back to its writer and that player is out of the round. Now you guess again. If you're wrong, you're still in the round but the chance to guess passes to the player on your left. You remain in the round until someone matches you up with your response.

THE ROUND ENDS when only one player has not been matched to his/ her response. The person to the left of the last Reader now 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.

SCORING

1 point for each correct guess during a round.

2 points to the player who is left at the end of the round (i.e. no one has guessed what that player wrote).



THINGS

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