

Play ends when the game time you agreed is complete. Any outstanding challenges at this point should be reviewed before the final count is made.

At the end of the game the player with the most "What the F*** !" cards is the winner.

The Tie-Break:

If there is a tie, there must be a tie-break. Any player not involved in the tie-break can act as Questioner - pick the next card from the box, roll the die, and ask the question corresponding to that number. The first person to call out the answer successfully will win the game. If that answer is challenged, the players who are not competing in the tie-break will decide if the challenge is successful or not. In that case, the player who successfully wins or resists the challenge will win the game.



We Appreciate Your Comments on this Game.

Please send your correspondence to: info@gamesadultsplay.com

Our Customer Service Department can be reached

Monday through Friday (except during holidays)

from 10:00 am CST to 4:00 pm CST at 855-258-8214.

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Contents:

- 140 Cards
- 1 Timer
- 1 Die



INSTRUCTIONS

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Object of the Game:

To win the most cards in the time allowed by:

(i) giving answers that other players cannot challenge successfully; (ii) making successful challenges to other players' answers and winning their cards.

Playing the Game:

Decide how long the game will last. We suggest 30 minutes, but play for as long as you'd like. Choose who goes first. That person will be the Questioner, and the person to their left will be the Answerer.

The questions are deceptively simple, but some take time to deal with, and time slips by quickly in this game. If you don't know the answer (or are too embarrassed to admit it) you can always roll the die instead, but the best way to win is to try to convince the others that you know the answer to the question. The Answerer begins by rolling the die and noting the number that comes up. During this turn, the Questioner will ask only that numbered question on each card.

The timer is turned over. As the Answerer, you have about 45 seconds to attempt as many questions as you can during your turn. There are no solutions to the questions on the cards - all responses are accepted as correct unless they are challenged by one of the other players. There may be some questions that you don't know the answer to but it is worth guessing or bluffing - you could get away with it if any of the other players don't know the answer either!

Once you answer a question you will be handed the card and a new question will be asked, unless you are challenged by another player. If there is a challenge, the Questioner will hand over the card to the first player who made the challenge. This means the card is 'on hold'. Don't debate challenges at this stage - all challenges will be reviewed at the end of the current turn.

If there is a question you can't, or don't wish to, answer during your turn, you can instead take a chance and roll the die. If the die rolls to the number that corresponds with the question number you are answering, you WIN the card without having to answer the question. If the die rolls to a different number you will LOSE the card to another

player; however, as Answerer you decide which player will win the card you have lost. Be careful who you give it to, as they will get the card without having to answer the question. Whatever the result of your throw, get ready for the next question.

Challenging:

Any player not answering questions (including the Questioner) is free to challenge any answer they believe is wrong. To do this, call "Challenge!" as soon as possible after the answer and before the next question is asked. If you are first with the challenge, you will be given the question card to hold until the end of the turn. When the turn ends, any challenges are reviewed in the order they were made. As Challenger, you must clearly state why you think the answer was wrong to all players.

If your challenge is judged to be correct, you keep the disputed card AND steal another card from the player who was challenged. If your challenge is judged incorrect, the Answerer will keep the disputed card AND steal one of your cards. If the player who loses a challenge does not have any cards left to steal, the player who won the challenge may take a card from the box.

If the Answerer and the Challenger cannot agree between themselves, all players not involved in the challenge must act as jury. Both players have to accept their decision. If the jury is equally split, the card is lost to both players and returned to the box.

Speed bonus: "What the F***!" is best played fast (and loose). As an incentive, any Questioner who manages to ask more than five questions in a turn may keep the next card for free at the end of the turn.

Winning the Game:

Play continues as described above, with the same Questioner, until all other players have had their turn as Answerer, then the "What the F***!" question box is moved to the left and that player becomes Questioner for the next round.