

## to start

Distribute an **ANSWER SHEET** and a pencil to each player. Players must write their name on the top of their **ANSWER SHEET** in the spot indicated.

Select the best looking player to be the first **questioner**. This player should take 1 **SCORING SHEET** and write all the players' names in the spaces provided.

After one question is played (one round), the role of **questioner** moves clockwise around the group.

## how to play

1. To start a round, the **questioner** selects the top **WHAT CARD** and reads a question for everyone to hear. Read the question indicated on the **ANSWER SHEETS**. For example: the **questioner** should read the first question on the card for Rounds 1, 5 and 9.

 Note: the question mark on the **ANSWER SHEET** indicates a **reader's choice round**, where the **questioner** picks his/her favorite question on the card.

2. All players, including the **questioner**, must write down a response in the appropriate spot on their **ANSWER SHEET**. There is no need to be truthful! There is no need to be tasteful! Honesty is not the best policy in this game.

3. Once all players have written down their responses, all **ANSWER SHEETS** are given to the **questioner** to read aloud. After all the responses have been read aloud once, the **questioner** selects his/her favorite response. Starting with the player to the left of the **questioner**, players guess who the **author** is of that particular response.

## what card

**Category 1** is the **general** category of WHAT® with short snappy questions that always begin with "WHAT"?

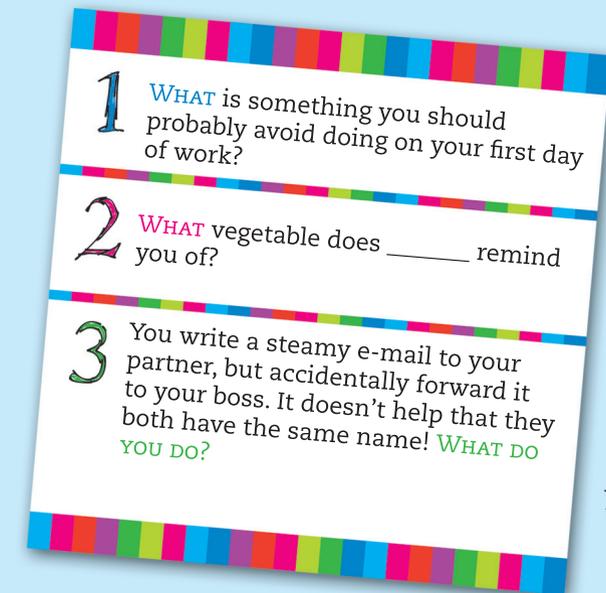
1

**Category 2** is the **personal** category of WHAT® where the **questioner** fills in the \_\_\_\_\_ with someone's name. It can be someone playing the game, someone famous, or anyone else for that matter... it's up to the **questioner** to choose.

2

**Category 3** is the **sticky situation** category of WHAT® where players are faced with predicaments that always end up asking "WHAT DO YOU DO?"

3



**Note:** when playing the **personal** questions (**Category 2**) with people you know well, it is generally more fun to use people who are playing the game with you. However, when playing with people you don't know so well, it is often better to use famous people everyone would know.

**Note:** if two players have the same response, the **questioner** cannot pick that response, as it would lead to confusion.

4. Players take turns guessing aloud, clockwise around the table. The **questioner** may not guess.

**Note:** the **questioner** only selects one response per round for players to guess, and players only get one guess per round.

5. After all players have guessed, the **questioner** reveals who the actual **author** was, and then tallies the score for the round. Every player who guesses the **author** correctly receives 1 point. If nobody guesses correctly, the **author** of the response receives 3 points.

**Note:** the **questioner** may indeed select his/her own response for the other players to guess. However, in this case, if nobody guesses the correct **author**, the **questioner** only receives 1 point instead of 3 points.

6. After the round is done, the **questioner** should place the **WHAT CARD** on the bottom of the pile, and pass the **SCORING SHEET** to the player to his/her left. Play continues in this manner until all 15 rounds have been played.

7. The player with the most points at the end of the game is the winner!

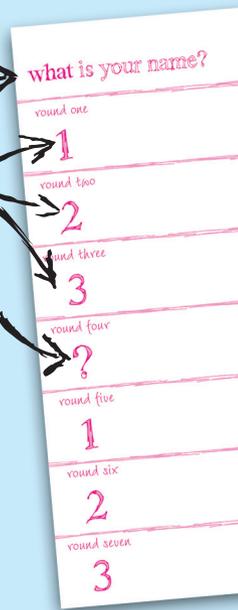
## answer sheet

Players put their names here so the **questioner** knows who said what for scoring.

These numbers indicate the question category for each round.

The question mark indicates a **reader's choice round**. The **questioner** reviews all three questions on the card and picks his/her favorite question to use for the round.

The game is played in 15 rounds, hence there are 15 lines where players write down their responses (7 lines on the front of the sheet and 8 more lines on the back of the sheet).



## helpful hints

- Try to think of something other players would not expect you to say, or try bluffing by writing something down that you think another player would say.
- Most people play WHAT® simply for fun, but if you are one of those overly competitive types, try to make your responses as twisted as possible. This increases the likelihood of having your response selected by the **questioner**.
- The **questioner** should read the selected question once more before reading the answers, just to remind everyone what the exact wording of the question was.
- There are no time limits, but your first thought is often your best! Try not to over-think your answer. It will be more spontaneous that way, and game play will be faster.

## I N S T R U C T I O N S

# what?

WHAT A PARTY! WHAT A LAUGH!

WHAT A THING TO SAY!

WHAT A GAME.

## contents

96 **WHAT CARDS**

**ANSWER SHEET PAD**

**SCORING SHEET PAD**

6 **PENCILS**

**WHAT®** IS THE HILARIOUS PARTY GAME OF WHO-SAID-WHAT. PLAYERS CREATE HUMOROUS RESPONSES TO QUESTIONS AND SITUATIONS, AND GUESS WHO WROTE THE BEST ANSWER.

JUST REMEMBER, THERE IS NO NEED TO BE TRUTHFUL WHEN ANSWERING QUESTIONS. WITH PLAYERS TRYING TO COME UP WITH THE MOST COMICAL AND OUTRAGEOUS ANSWERS POSSIBLE, **WHAT®** IS THE FUNNIEST GAME YOU WILL EVER PLAY! **WHAT®** IS A PERFECT GAME FOR GET-TOGETHERS AND PARTIES WITH BIG GROUPS OF PEOPLE, AND CAN BE PLAYED WITH 5 TO 17 PLAYERS.