

Say Anything™ Rules

Overview (read to new players)

Say Anything is a light-hearted game about what you and your friends think. It gives you the chance to settle questions that have been hotly debated for centuries. For instance, "Who is the most overrated band of all time?" or "Which celebrity would be the most fun to hang out with for a day?" So dig deep into your heart or just come up with something witty - this is your chance to Say Anything!

Setup

Each player gets a Dry Erase Pen, an Answer Board, and 2 Player Tokens of the same color as their Answer Board. You'll also need some napkins to wipe off your answers in between questions.

Choose a Score Keeper. This player will write down the scores after each round.
The Score Keeper gets the Score Board.

The shortest player goes first. This player gets the state-of-the-art SELECT-O-MATIC 5000.



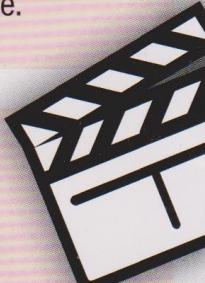
Asking a Question & Writing Answers

If you have the SELECT-O-MATIC 5000, you are the Selector and it is your turn.
Draw a Question Card. Choose any question from the card and read it out loud.

Everyone else writes an answer on their Answer Board and places it face-up on the table.

Selecting A Favorite Answer

Once all the Answer Boards are face-up on the table, the Selector will use the SELECT-O-MATIC 5000 to secretly choose her favorite answer. Then the Selector places the SELECT-O-MATIC 5000 face-down on the table.



Guessing Which Answer Was Picked

Everyone else uses their 2 Player Tokens to guess which answer the Selector picked. Players can either:

- Place both Player Tokens on the same answer, OR
- Split their Player Tokens between 2 different answers. Players do not have to choose their own answer.



What do your friends **REALLY** think?™

Scoring the Round

Once everyone else has placed their 2 Player Tokens, the Selector reveals her choice by turning the SELECT-O-MATIC 5000 face-up.

- The Selector gets 1 point for each Player Token placed on the answer she selected, up to a maximum of 3 points.
- The other players get 1 point for each Player Token they placed on the answer that was selected.
- The player who wrote the answer that was selected gets 1 bonus point.

NOTE: The maximum that any player can score in a round is 3 points.

NOTE: Make sure players don't take back their Player Tokens until the round has been scored.

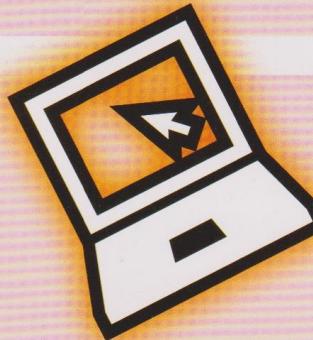


Preparing for the Next Round

Everyone takes back their 2 Player Tokens and their Answer Board. Erase your answer with a napkin, not with your finger (that leaves an oily residue).

Pass the Question Cards and the SELECT-O-MATIC to the left.

This player will be the new Selector. Play the next round.



End of the Game

3 - 4 players: The game is over once everyone has asked 3 questions.

5 - 6 players: The game is over once everyone has asked 2 questions.

7 - 8 players: The game is over once everyone has asked 1 question.

Who Wins?

At the end of the game, the Score Keeper totals each player's score. The player with the most points is the winner. In the case of a tie, all of the tying players win. But remember – Say Anything isn't really about winning, it's about having fun!

Special Thanks

We would like to thank the devoted game designers who work-shopped this game at the PowWow, Protospiel, Gathering of Friends, and at the weekly Looney Labs game nights. A special thanks goes to Gina Cooper, John Cooper, Renee Camus, Alex Bradley, Izolda Trakhtenberg, and Petra Mayer for their numerous contributions on the game and the packaging. An extra special thanks to Dave Chalker for sharing his groundbreaking work on the Select-O-Matic 5000. Icky Icky Kaboom!

