

# Dirty Minds

## Game Rules

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### The Object of the Game:

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To collect game cards by guessing the correct clean answers to the dirty clues provided. The first person to spell "**D-I-R-T-Y**" with the cards he has collected is the winner.

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### Contents

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50	Game Cards
4	Puzzle Booklets
4	Pencils

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### The Set-Up

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Give each player one puzzle booklet and a pencil. After separating the card deck, shuffle and deal two cards to each player. Place the remaining cards face down in the middle of the table and mess them around into a big pile (similar to "Go Fish"). This becomes the **Dirty Mess** and play is now ready to begin.

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### To Begin Play

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#### • Who Goes First

The person who bought this game always goes first. (This is the least we can do now that we have his or her money.) If the game's owner is not present, then the person who

borrowed this game goes first. (At least he or she is resourceful.)

#### • Your Turn

1) Start by drawing one card from the **Dirty Mess** in the middle.

2) The person on your right reads dirty clues to you from the first unused dirty puzzle in his booklet. The reader may choose in which order he reads the clues.

3) After each clue is read, you choose whether to **GUESS** or **PASS**.

**GUESSING** – When it's your turn, your first guess is FREE. That means there is no penalty for a wrong guess. However, each wrong guess thereafter will cost you one card (which you place back in the **Dirty Mess**). Each time you choose to guess (and guess wrongly) another clue is read to you.

NOTE: Guess cautiously. You must have cards in order to guess. If you lose all your cards, you're out of play until your next turn.

**PASSING** – If you decide not to risk a card and choose to **PASS**, each player to your left (except the Reader) in turn is given an opportunity to **STEAL** by attempting one guess or he may also pass. However, each wrong guess costs a player one card.

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# Game Rules, Page Two

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## Game Play, Continued

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If no player can provide a correct answer, the next clue is read to you and play continues.

4) If each of the three clues has been read, and you still have not provided a correct answer, the other players are also given the opportunity to **STEAL**.

If no one can provide a correct answer after three clues, the answer is read. Play then moves to the left with you becoming the new Reader.

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## The Puzzle Booklets

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When you read from your booklet, start with the first puzzle on page 1. After that, use the puzzles in consecutive order. As each puzzle is used, place a check mark in the box provided next to the answer.

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## Scoring

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**For a correct answer after:**

**1 Clue - Draw 3 cards.**

**2 Clues - Draw 2 cards.**

**3 Clues - Draw 1 card.**

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## Winning

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The first player who collects enough cards to spell "**D-I-R-T-Y**" gets to shout,

**"I WIN! I WIN!"**

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## GAME CARDS

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**Letter Card** - Each of these contains a letter that can be used to spell "Dirty".

**Wild Card** - Awesome! The equivalent of any one letter card you wish it to be.

**Take-Two Card** - Excellent! Return this card immediately to the **Dirty Mess** and draw two in its place.

**Lose a Card** - Bummer! Return this card and one additional card immediately to the **Dirty Mess**.

**Blank Card** - Bogus! A card that bears a "-" is totally worthless and just takes up space.

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## If Lots of People Want to Play

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If there are more than 4 people who are brave enough to play **Dirty Minds**, you have at least 3 choices:

1) Play teams with each team reading from one booklet.

2) Share the booklets (one player reading from the front, the other from the back).

3) Appoint a permanent Reader and play with up to 10 people.

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## Your Dirty Mind

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Please share your dirty mind with us. Send your suggestions for Dirty Puzzles to:

**MINDS c/o  
TDC Games, Inc.  
1456 Norwood Ave.  
Itasca, IL 60143**