



You don't have to be smarter than your friends. But you do have to be funnier.™

THE HILARIOUS BACHELORETTE PARTY GAME

Ages: 18+

Players: 4 - 10

CONTENTS:

- 64 Game cards*
- 4 answer notepads
- 4 pencils

Brides and Maids™ is the bachelorette party game that offers plenty of opportunity to laugh at (or create) some outrageous relationship, wedding and romance ideas. Like your mother always told you, choose your friends wisely, because the funnier your friends, the funnier the answers from which you can choose. Simply finishing a sentence allows you to play this game that asks for creativity and a search for truth. Each game card lists questions (with answers on the flip side) in these four categories: 1913 Marriage, Granny Advice, International, and Pickup Lines.

* Granny Advice and 1913 Marriage categories are inspired by the books of Blanche Ebbutt, world-renowned relationship expert in 1913. Seriously. Google her, she's real.

Playing tips:

You don't have to know anything about these categories (although you may). Every Player is given a notepad and pencil to write answers, and you get to make up an answer that's as silly or as serious as you want. You might be a smartypants (aka gatherer of strange romantic rituals and archaic customs) and score points for guessing correctly, but this strategy can be outdone by getting votes from the other Players. You need to be either plausible or so funny that the Players vote for you simply because your answer is so entertaining that they want to reward you.

The object of the game:

To make up answers that will bluff the other Players. Earn points for fooling Players into believing your bluff, as well as for choosing the real answer.

Game play:

1. Each Player should get a notepad and a pencil. The bride always goes first as Speaker, and the role of Speaker rotates through all players.
2. The Speaker chooses which category to play. The Speaker reads aloud from the Question side of the game card. The format of the question will be either to finish a sentence or to fill in a blank.
3. The Players write down their bluff on their notepads. Make sure they are legible and that no one can see what is being written. The Speaker can repeat the question as many times as requested.
4. While the Players are writing their bluffs, the Speaker writes the true answer on her notepad and replaces the card at the bottom of the pile.

Game play (cont'd):

5. Players mark their bluffs with their initials on the bottom of their answer sheet. The bluff should be handed to the Speaker without the other Players seeing the bluff.
6. The Speaker looks at all of the bluffs and makes sure they can be read clearly. The Speaker arranges them, including the real one, in random order, and reads each answer aloud, being careful not to reveal which is the real one. A Player goes against their own interests if they reveal their own answer by shouting, "That's mine," or "That's not how you pronounce it," nudging, winking, etc.
7. If a Player writes an answer that is similar, or very close, to the real answer, put that answer sheet aside and only read the answer copied from the game card. The round is played as usual but with one fewer answer. The Player who made this answer automatically earns 3 points and does not participate in the guessing or voting during the round.
8. Each Player then chooses the answer she thinks is real. As each Player votes, the Speaker writes that Player's initials on the answer to keep score. As a bluffing trick, Players can vote for their own answer but will not earn a point for this vote.
9. Once every Player has guessed, the Speaker reveals the real answer. The scores are tallied and recorded on a scoring notepad. The Player to the Speaker's left becomes the new Speaker and play continues.

To score:

Come on, guys. Really? You're not just going to let the bride win?

However, if you must...

SCORING

1 point is given to a Player for every vote their answer earned.

2 points are given to each Player who correctly guesses the real answer. If no-one guesses the correct answer, then 2 points are given to the Speaker.

3 points are awarded to any Player who writes an answer very similar to the real answer.

* Any disputes are settled by the Purchaser (and if that's not you, Maid of Honor, then why aren't you doing your job properly? How did you let another guest beat you for providing top notch activities?)

The end of the game:

You choose how long you would like the game to last. The two methods to choose from are:

- Set a score. The first Player to reach that score wins.
- Do a set number of rounds (1, 2, or 3) and whoever has the highest score on completion of the last round is the winner.

However, if you're just going to let the bride win anyway (come on!), play until you either run out of champagne, or start to feel a little too woozy.