

HELLO my name is

PARTY GAME™

3-12 PLAYERS • AGES 12+

CONTENTS

160 description cards
18 clear (X) tokens
1 sand timer



OBJECT

Collect cards by naming people who fit the descriptions on a row of same-color cards. Be the first player to collect 14 or more cards and you win!

SET UP

1. Shuffle the deck and deal each player three cards. (Look at your cards, but keep them hidden from opponents.)

2. Stack the rest of the cards face down in a draw pile in the center of the playing area.
3. Give each player two clear (X) tokens. Place the rest of the tokens, along with the sand timer, near the draw pile in the center.

Note: If you are playing with 7-12 players, see "Playing with 7 or more players."

HOW TO PLAY

The game is played in rounds. The player with the longest name starts as the first active player and the game continues to the left.

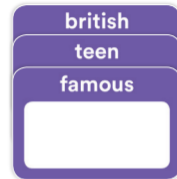
To start a round, all players, including the active player, select one card from their hands and simultaneously play them face down in the center of the playing area.

The active player then turns all of the cards face up and arranges them into rows, grouping by color.



Another player flips the timer, signaling that the active player now has 30 seconds to pick a group of same-color cards and name someone who fits ALL of the traits in that row. The person can be famous, fictional, or just an average Joe, as long as at least one other person playing can verify that it's a valid answer.

For example: If the cards read "British," "teen," and "famous," the player could answer, "Hello my name is Harry Potter!"



Hello my name is Harry Potter!

- If the active player comes up with a correct answer before the timer runs out, they collect the cards in that row and place them in a face down pile in front of them.
- If the active player can't come up with an answer, they earn one clear token from the center.

To end a round, all players draw one card from the draw pile, bringing their hands back to three cards. A new round starts with the player to the left of the last active player.

Note: If the draw pile runs out, shuffle the discard pile and reuse those cards.

STUMPED?

If one or more cards in a row don't easily fit a description, the active player can use a clear token to clear any number of those cards before answering. Place the clear token back in the center pile and place any cleared cards in a discard pile next to the draw pile.



DISPUTED ANSWERS

If there is debate over whether the active player's answer is valid, put it to a vote (excluding the active player). If the majority reject the answer, the active player receives a clear token. If the answer is accepted, the player gets the cards. A tie vote goes in favor of the active player. In either case, play continues to the left.



WINNING THE GAME

The first player to collect 14 or more cards wins. For a longer or shorter game, agree on a different number of cards before starting the game.

PLAYING WITH 7 OR MORE PLAYERS

To play with a larger group, pair up into teams of two. Team members will work together to come up with answers. If there is an odd number, one person plays solo. Play according to the basic rules: Each team gets three cards and two clear tokens. Each team plays one card per turn.

VARIANT

For a more casual game, play without flipping the sand timer at the start of a player's turn. Give the active player some time to think of their answer. Only flip the timer when another player feels like the active player is taking too long.

