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**GAMERIGHT®**

AGES 10+ | 3-8 PLAYERS

# SAY IT!™



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## THE GAME OF CRAZY COMBOS RULES OF PLAY



**CONTENTS**  
200 cards  
3 scoring tokens  
1 30-second timer

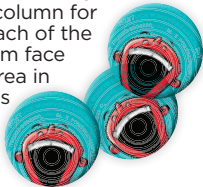


### OBJECT

Score the most points by shouting out answers to odd scenarios created by randomly combining one "Say" and one "It" card.

## SET UP

Grab a pencil and paper to keep score. Designate one player as scorekeeper and make a column for each player on the paper. Shuffle each of the two decks separately and stack them face down in the center of the playing area in two piles. Place the 3 scoring tokens and the sand timer near the cards.



## HOW TO PLAY

The player who last brushed their teeth starts the game as the first judge and turns pass to the left. When you're the judge, take the three scoring tokens along with the timer and place them in front of you. Then draw one "Say" card and one "It" card, and read them aloud; "Say" card first, then the "It" card. Then quickly flip the timer. As soon as the timer starts, all other players start shouting out answers that fit the combined criteria of both cards. As you hear answers that you like (reasonable, funny, clever, etc.), toss out a token to that player until either all 3 tokens are gone or time runs out. Note that a player can earn more than one token in the turn, if they come up with more than one good answer. You may also wait until after the timer runs out to award tokens.

*EXAMPLE: The judge draws two cards which combine to say, "Something smelly... that you would name a pet after." Players now think up and shout out answers: "Socks!" "Jock!" "Sardines!"*



In the case where a few seconds have passed with no answers shouted, if a player thinks no answers are likely to be given, then the player can shout out, "Nothing!" If time runs out and if no one comes up with a good answer, the "Nothing!" player scores one point for the round. But if someone comes up with a good answer, then play resumes for the remaining tokens, with the "Nothing!" player not allowed to say anything for that round.

## SCORING

At the end of each round, players score one point for each token they won. After scoring, pass the tokens and timer to the next turn player, who becomes the new judge.

## ENDING THE GAME

The game ends after each player has been the judge twice. The player with the highest score wins.