

How to Play

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. *Who is the most overrated band of all time? Which celebrity would be the most fun to hang out with for a day?* 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 youngest 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 Judge 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.

If two players write the same answer, only the first answer placed on the table counts. The other player must write a new answer. The Judge resolves any debate about which answer came first.

Selecting A Favorite Answer

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



SELECT-O-MATIC 5000

Guessing Which Answer the Judge Picked

Everyone except the Judge uses their 2 Player Tokens to guess which answer the Judge selected as her favorite. 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.

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Scoring the Round

Once the Player Tokens have been placed, the Judge reveals her favorite answer by turning the SELECT-O-MATIC 5000 face-up.

The scorekeeper awards points as follows:

- 1 point is given to the player that wrote the answer the Judge selected as her favorite.
- Players get 1 point for each Player Token they placed on the answer the Judge selected.
- The Judge gets 1 point for each Player Token placed on the answer she selected (Max 3 points.)

NOTE: The maximum that any player (including the Judge) can score in a round is 3 points.

Preparing for the Next Round

Take back your Answer Boards and Player Tokens. Erase your answer with a napkin (fingers leave an oily residue). Pass the Question Cards and the SELECT-O-MATIC to the left.

End of the Game

The player with the most points after 12 rounds is the winner.

Frequently Asked Questions

What if two answers are the same or similar?

If two cards have the same answer, only the first card placed on the table counts. The other answer must be removed and re-written. If answers are similar, the Judge decides if they are the same thing (is “food fight” the same as “throw pies in their face”?). If the answers are determined to be the same, the judge decides which answer was written first. The other player must write a new answer.

Can I lobby for the answer I wrote?

Yes! You can try to get the Judge to choose your answer. In fact, that’s part of the fun!

Can I change my answer?

Only if someone else is still thinking of an answer to write.

Do I have to write an answer?

No. If you’re the last person and can’t think of anything to write, you don’t have to write an answer. You still get to guess which answer the Judge picked.

Thanks to all the peeps who Said Anything to make this game great!

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