

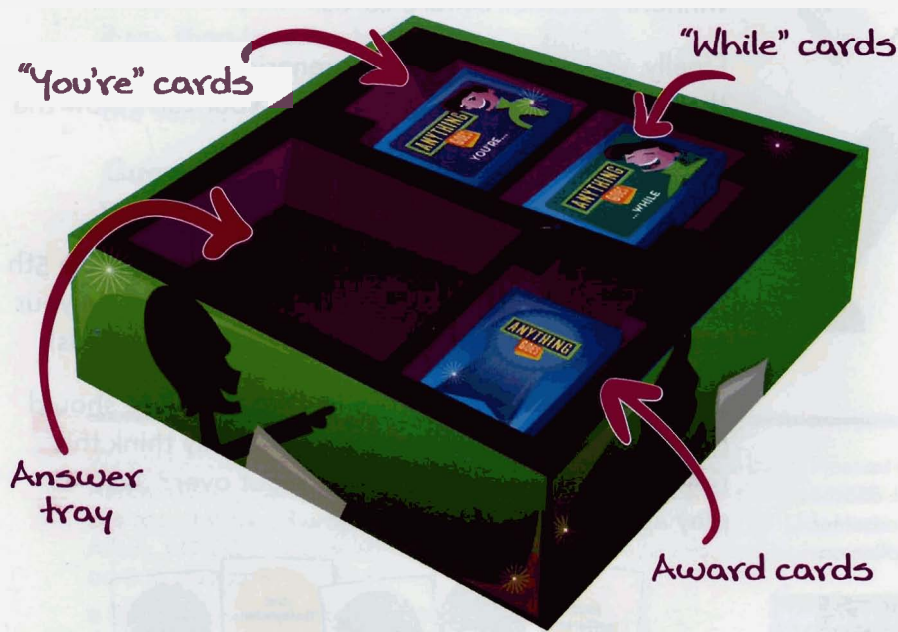
ANYTHING GOES™

WHAT YOU DO

On your turn as the Actor, perform two different actions at the same time. The other players (called the Guessers) then write down what they think you were doing. End your turn by handing out Award cards to two lucky Guessers. Then the next Actor takes a turn! To win the game, be the first player to collect 5 Award cards. That means you win – *and* you rock!

GET READY

Each player takes a pencil and an answer pad. Shuffle all three card decks, then place them facedown in their trays as shown here.



Finally, turn your embarrassment switch off. Trust us, you're better off this way. (Don't forget to turn it back on again when you're done playing.)

Rules for 3 or more players

AGES 10+

What You Get:

- 350 Cue cards (175 "You're" cards and 175 "While" cards)
- 50 Award cards
- 4 Answer pads
- Answer tray

BYOP! (The P is for pencils. You won't find any in the box, so you might as well quit looking now. Sorry!)

HOW YOU PLAY

Pick a player to take the first turn as the Actor. (The biggest ham is the obvious choice.) The other players will be the Guessers for that turn. Play will then pass to the left.

What Happens On A Turn

1. THE ACTOR: If this is you, draw one Cue card from each deck and read the cards to yourself (first the "You're" card, then the "While" card). **These two actions make up the scenario that you'll be acting out.**

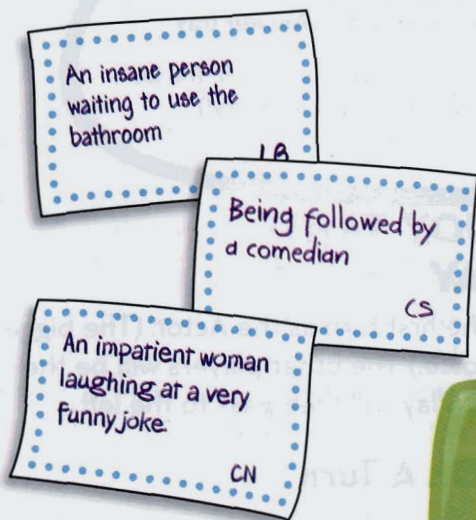


Then, when you're ready, act out your scenario for the Guessers. **The Guessers don't make their guesses yet; for now, they just watch your performance.** Keep going for as long as you feel is necessary (10 or 15 seconds should do it). When you've had enough, let the Guessers know you're done.

Acting tip: Relax. You're not being judged by the Guessers. They don't even have to guess exactly what you're doing; in fact, it's more fun if they can't figure it out! So just get up there and have some fun.

(continued on the flip side)

2. THE GUESSERS: If you're a Guesser, wait til the Actor's done acting, then write down on your answer sheet your best guess as to what the heck he or she was doing. You don't have to guess both actions, or either of them. Just give it your best shot. For the scenario in step 1, guesses might include something like these:



After writing your answers down, write your initials at the bottom of your sheet, fold it up, then toss it into the answer tray. All Guessers do the same.

Guessing tip: Relax.

Have you taken a look at the Cue cards yet? The scenarios are so silly, in most cases there's **no way** you could guess exactly what the Actor was doing. So forget about trying to nail it. Just have fun with it!

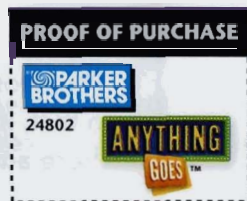
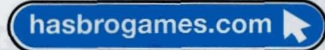


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3. THE ACTOR: Again, if that's you, draw two Award cards from the deck, turn them faceup, and read them both aloud. (If you don't care for one of the cards, or think it's too similar to the other card, just replace it somewhere in the deck and draw a new one.)



Each of the Guessers now takes any answer sheet out of the tray and reads it aloud. **Do not reveal who wrote what right now.**

Now you (the Actor) choose one answer that best fits each Award card. (You can't choose the same answer for both awards.) Then take the answer sheets, look at the initials on the winning answers, and present the two winners with their Award cards.

Finally, you get to reveal the scenario (the two actions) that you were acting out. This ends your turn. Now the next Actor takes the stage!

HOW YOU WIN

At the end of any turn, if any player has collected a 5th Award card, that's the winner. Congratulations on your amazing talent for... um... collecting random awards!

If there's a tie, **both** players win. (What? There should be only one winner? C'mon. Do you really think this ridiculous game is worth duking it out over? Just play again!)

