

WRONG ANSWERS ONLY.

A game by Jett Archer

wronganswersgame.com

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**THE
GAME
RULES.**

Getting Started

To begin, shuffle each deck and deal each player four People, Places, and Things answer cards.

The player who drank water most recently draws a question card and reads the category and question out loud.

All other players choose one answer from their hand of the same category without revealing their card to other players. Players will have to argue why their chosen card is the accurate answer to the question posed.

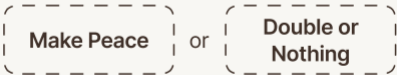
Remember, none of the answers will be factually correct!

Making Your Case

Next, each player has **30 seconds** to argue why their chosen card is the best answer to the question.

Once everyone has argued, the Question Card Holder selects **two players** who made the best arguments.

These players can choose to:



All other players discard the answer card they argued for.

Make Peace

The two players make peace and gain **ONE POINT** each.

Both players must agree to this option for it to occur.

Double or Nothing

In Double or Nothing, the two players have 30 seconds each to debate why their proposed answer is better than their opponent's.

The Question Card holder chooses the winner of Double or Nothing. The winner gains **TWO POINTS**.

Only one of the two players need to choose this option for it to occur.

Tip: Keep track of points by using the winning answer cards to represent points won.

Ongoing Play

After each round, all played answer cards are discarded (excluding cards being used to track points).

A new player then draws a Question Card, and all players draw back up to four People, Places, and Things answer cards.

The first player to score EIGHT POINTS wins!

**THE
ALTERNATE
RULES.**

Alternate Ruleset

3 Player Rules

To play with **3 players**, the rules are altered in the following ways:

- In the ***Making Your Case*** stage there is no ***Make Peace*** option, it is always ***Double or Nothing***.
- The winning player of ***Double or Nothing*** gains **ONE POINT**.

Alternate Ruleset

Give Me a Challenge

To play **Give Me a Challenge**, the rules are altered in the following ways:

- Players choose an answer card from their hand of any category **before** the question card is drawn.
- After the question card is drawn, arguing players have to continue with their chosen card regardless of whether the card's category matches the question.

Alternate Ruleset

Twelve Angry Men

To play **Twelve Angry Men**, the rules are altered in the following ways:

- There is no time limit for the arguments in this variant, players must speak fast and loud to be heard over each other.
- The Question Card Holder interrupts the arguments at any time to remove the player giving the worst argument from the round.
- The last player remaining wins the round and gains **ONE POINT**.

Alternate Ruleset

House Rules

To play **House Rules**, the rules are altered in any way you like... such as:

- Don't want your game cut short?
Play with no points limit.
- Want to play as teams?
Teams share a hand and choose one answer they all have to argue for.
- Draw a card and don't know what it is?
Replace it with a new one.

Tip: Play Wrong Answers Only whatever way you have the most fun with it.

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I love you all x

Wrong Answers Only acknowledges the Wurundjeri Woi-wurrung and Dja Dja Wurrung people as the Traditional Owners and Custodians of the lands which this game was majorly created on. Sovereignty has never been ceded. It always was and always will be, Aboriginal land.