

SETUP

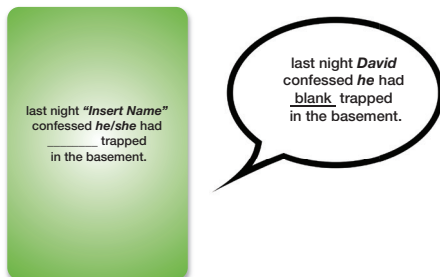
1. Deal out each player 10 Personally Incorrect Answer cards. Cards played each round will be replaced after the round finishes. The reader will always replace cards by dealing 1 card to each player starting with the player to their left.
2. Place 10 Personally Incorrect Question cards in a pile. The game consists of 10 rounds; 1 Question card is played in each round.



3. Each player needs a token to vote with. We were concerned about possible lead contamination on the chips we were going to use so it seemed a better idea just to use change from your pocket. As an alternative you can download our awesome Personally Incorrect voting cards at: personallyincorrect.com/pdfs/PI_tokens.pdf

GAME STARTS

1. The biggest “jerk” at the table starts, take a vote if you want. That player is the Question reader for the first round. They flip over the top Question card in the pile and set it in the middle of the table then read it out loud. When reading a Question card in the the space where it says “Insert Name”, the reader picks a name of a player at the table, excluding themselves to use.



2. Each player including the reader picks a card from their hand that is the most appropriately inappropriate answer for the _____ spot. They place it face down in front of them.
3. The reader then collects all the answer cards, shuffles them and then reads the answers out one by one placing the cards in a line in front of them. When reading the reader should not indicate to players which card they played.
4. The reader says "Time to Vote" and then players select the Answer card they want to win. The last vote cast does not count each round. All players,

excluding the reader get to vote on which answer they think is the most appropriately inappropriate answer for the round. Players cannot vote for their own answers! If there is a tie then the reader gets to select one of the tied answers to win.
5. The person whose Answer card is voted the winner gets to keep the Question card in their points pile. Each card is worth 1 point at the end of the game.
6. All the used Answer cards are put in a discard pile and the reader deals out 1 new Answer card to each player.
7. The reader for the next round is the person to the last reader's left. The position moves in a clockwise manner.

END OF GAME

1. Once all 10 Question cards are played the person with the most points wins!
2. In the event of a tie play an extra round with only the tied players answering. Voting is still done by everyone as normal.

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