

Now that the Question and Answer Cards have been chosen, all that's missing is the Treatment Card.

Each of the other players (i.e. everyone but the Therapist) picks 1 Treatment Card from their hand that they think would be the best third card to the three-part comic. Players pass their chosen card FACE DOWN to you (the Therapist). **Don't look at any of them yet!**

Hey Players! Not sure which Treatment Card to pass to the Therapist?

You might want to go for one that seems the funniest, or the most outrageous, or even the most random! Just remember: it's the Therapist who makes the final decision, so try to pick a card that they will like best. **Play to your audience!**

After everyone gives you (the Therapist) a Treatment Card, shuffle them so you don't know who gave you which card, and then read each one out loud as you place it face up on the table.

End your turn by picking the Treatment Card you think best completes the comic. The player who gave you that card identifies themselves and wins the round. They get to put the winning Treatment Card face down in front of them. It is worth 1 point.



Before starting the next round, all players should have 5 Treatment Cards in their hand, so take turns drawing Treatment Cards (if you need to) until everyone has 5.

The player to your left is the Therapist for the next round.

What if a card has a blank space?

If you want to use a card(s) with a blank space, grab a pen and write in anything you'd like.



WINNING

The first player to earn 3 points wins!



HORRIBLE THERAPIST™

THE RULES

Horrible Therapist is a game by The Oatmeal where you make very unpleasant comics.

3-8 Players | Ages 17+ | 15 Mins

HEY! DON'T READ THESE RULES!

Reading is the worst way to learn how to play a game.

Instead, go online and watch our instructional video:

explodingkittens.com/horribletherapist/how



CONTENTS



Question Cards
(70)



Answer Cards
(135)



Treatment Cards
(175)

WHAT IS THIS?

To play, we're going to construct a three-part comic starting with a question, followed by an answer, and then finally a treatment.

Players will earn a point if their treatment is chosen as the best final panel of the comic.

GOAL

The first player to earn 3 points wins.



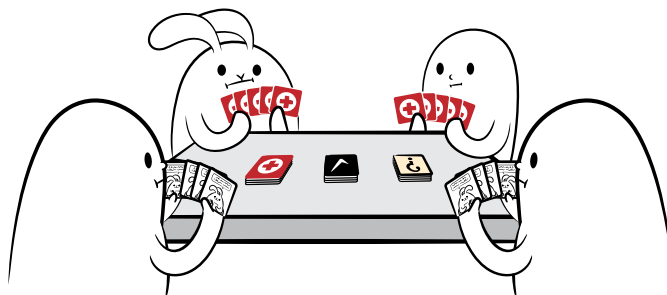
SETUP

- 1 Take the Question, Answer, and Treatment Decks out of the box and shuffle each one separately. Place each deck face down in the center of the table.



- 2 Each player draws **5 TREATMENT CARDS** into their hand from the Treatment Deck. (You can look at your cards but keep them secret.)

Your table should look like this:

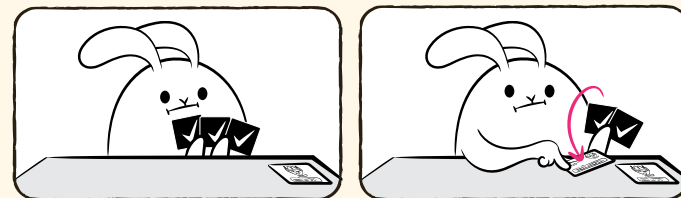
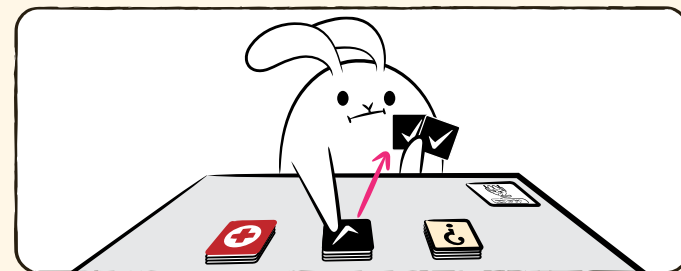


- 3 Pick a player to be the first Therapist.

GAMEPLAY

If you are the Therapist, set aside your 5 Treatment Cards, you won't need them while you are the Therapist. Next, flip over the top card from the Question Deck and put it face up on the table in front of you to make the first part of the comic.

Then, draw the top 3 cards from the Answer Deck and look at them without showing the other players.



Pick the Answer Card you like best as the second part and put it face up next to the Question Card in front of you.

Discard the 2 unused Answer Cards into the box. You won't need them for the rest of the game.

Continue on other side