How to Play

Say Anything is a game about what you and your loved ones think. It gives you the chance to settle questions that have been hotly debated for centuries. For instance, "What magical power would be the coolest to have?" or "What would be the most fun thing to throw off a tall building?" So 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 6000.
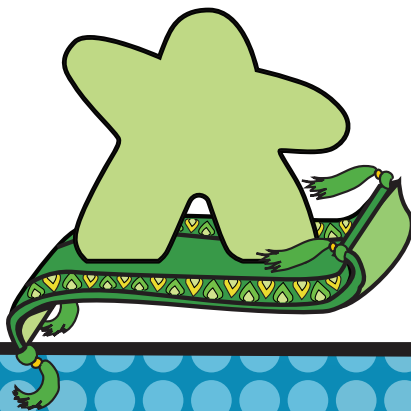
Asking a Question & Writing Answers

If you have the SELECT-O-MATIC 6000, you are the Judge. 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 as quickly as possible.

Selecting A Favorite Answer

Once all the Answer Boards are face-up on the table, the Judge will use the SELECT-O-MATIC 6000 to secretly select her favorite answer. Then the Judge places the SELECT-O-MATIC 6000 **face-down** on the table.
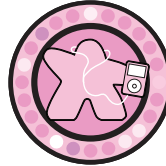
Guessing Which Answer the Judge Picked

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.

Scoring the Round

Once the Player Tokens have been placed, the Judge reveals her favorite answer by turning the SELECT-O-MATIC 6000 face-up.

The scorekeeper awards points as follows:

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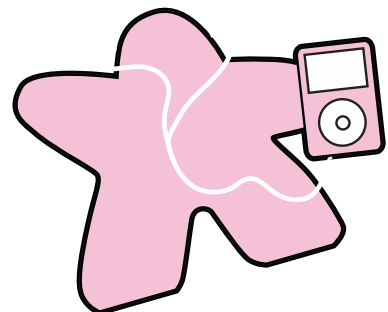- The Judge gets 1 point for each Player Token placed on the answer she selected (Max 3 points.)

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 game is over once everyone has asked 2 questions. The player with the most points is the winner. If there is a tie, all of the tying players win.

Frequently Asked Questions

What 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.

What if two answers are similar?

The Judge decides if similar answers are actually the same thing.
For example, she may decide that "Food Fight!" is the same as "throw pies in their face".
If similar answers are judged to be the same, see the question above.

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!

I am the Judge. Can I influence other players?

No! When you are the Judge, you cannot influence what other players write. You also cannot hint at which answer is your favorite or help players guess which answer you picked. However, it is fun to share your thoughts when the round is over.

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.

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