

“I WOULD **PLAY
BY THE RULES”**



“I WOULD **KILL HITLER”™**

Game Instruction Book

THANK YOU!

TO ALL OF OUR **KICKSTARTER** CONTRIBUTORS
We couldn't have done it without you!

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WHAT'S INCLUDED

100 **Hypothetical Cards** (White cards)

350 **Plot Cards** (Yellow cards)

1 sixty-second timer

HYPOTHETICAL CARDS

You have died and appear in heaven. God is there and he seems pretty peeved. He is making everyone make their case as to whether they deserve to enter.

What do you say to him so that he lets you in?

Hypothetical situations that you have to answer in order to win the round.

PLOT CARDS

You
really have to take a shit.

*These cards have items, actions, dialogue or people you **MUST** include in your answer.*

READ FIRST!

Don't overthink your answers.

Tell your story. Speak your truth. Beat whatever your friends say. *What would **YOU** do in these scenarios.*

SETUP

1. Each player draws **5 Plot Cards** (Yellow).
2. Designate the player who will be the first judge. Each round, the judge will take the top **Hypothetical Card** (White) and read it aloud. The person who loves themselves the most goes first.
3. Each judge controls the timer and starts it whenever each player starts their story.

*Use your **Plot Cards** to make your answer more funny, more realistic, or more insane of a solution to the Hypothetical!*



You Have
a skunk gun

PLAYING

1. The judge starts the round by reading the ***Hypothetical Card*** to all players.

2. Each player looks at their ***Plot Cards*** and determines the one card they want to play this round. They will place that card **FACE DOWN** to indicate they are ready.

NOTE: *The Plot card selected MUST be included in their answer that round.*

3. Once everyone is ready, the person to the left of the judge will start the round. They will have 60 seconds to tell everyone their answer to the ***Hypothetical***. *Use the timer to keep track of time.*

4. When telling your story, *you must mention your ***Plot Card***.* When you first introduce it in your answer, *flip it over and reveal it - like you're emphasizing the punch-line to a joke.*

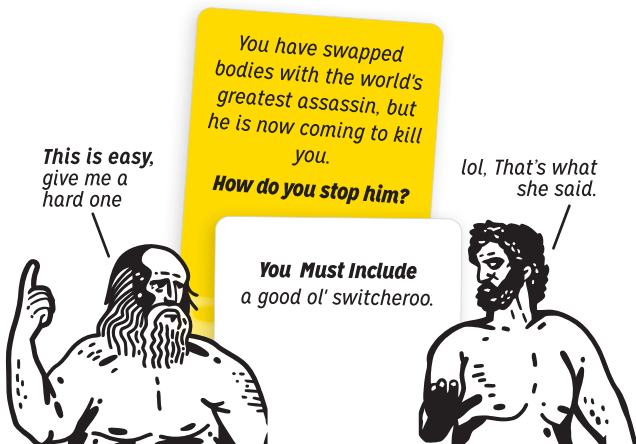
5. When the timer runs out, the **JUDGE** can end the story or let it run over at their discretion.

PLAYING (Continued)

6. After each player has completed their turn, the Judge will then select their favorite story - whether that's decided on realism, humor or brevity is at the judge's discretion. The winner keeps the **Hypothetical Card** to keep track of the rounds they've won.

7. Everyone draws back up to 5 **Plot Cards**, and the player to the left of the judge will then become the new judge and play continues.

Note: Sometimes the Plot cards and hypotheticals don't match perfectly. Good. It's more fun when they don't.



WINNING

The first player to collect 5 *Hypothetical Cards* is the winner. If the group is done playing before any player reaches 5 cards, enter Sudden Death.

Sudden Death: The two players with the most cards face off 1-on-1 in a final round. The remaining players will act as the collective judge, and *the winner will be decided by a majority vote.*

FINAL NOTE FROM THE CREATOR

This game is about exploring the phenomena we all face while driving or showering - *living out scenarios that will NEVER happen. How would YOU approach it?* What insight would you give that is better than your friends' approach?

That is the crux of this game
What Would YOU Do?

GAME MODES



Maintain rules from the base game unless EXPLICITLY indicated in the game mode rules.



POOL PLAY (Take it or Leave it)

- 1.** Arrange a pool of 10 face up Plot Cards in the middle of the table.
- 2.** After the judge reads the Hypothetical, you may freely swap cards in your hand with as many cards from the pool - keeping 5 Plot cards in your hand at all times.
- 3.** Once the first player has started their story, no more cards can be taken from the pool that round.

Benefits: Good for beginners. Exposes players to more Plot Cards.



DUEL PLAY (A SpiteHouse Favorite)

1. Only two players compete each round: the **tallest** player and the **shortest** player will begin the game.
2. Each round there are only active players and judges; active players are the two competing & answering hypotheticals, and everyone else will act a **Judge Panel** to collectively decide the winner.
3.  The round's winner will collect the hypothetical card and will stay on until they lose a round.
4. Continue clockwise around the circle as play continues.  All players must go once before any player gets a second turn

In the event of a tie: the group **MUST** come to a consensus. Judges can ask the active players to elaborate their story, rationale, motives, etc. until a consensus is met, and a winner is determined.

Benefits: Inspires “**Battle of Ideas**”
Competitiveness. Creates a faster paced game.

CRUEL PLAY (cultivate Some Chaos)

1. Players will select a **Plot Card** from their hand as normal, but instead of playing it for themselves, they will place it face down in the middle.

2. Once all players have placed their cards in the middle, the judge will shuffle them and distribute them back to the players randomly.

3. Players **MUST** tell their story using the card they receive.

Benefits: *Good for friends who like to be assholes to each other.*





**THERE'S MORE
WHERE THAT CAME FROM**



If you liked *"I Would Kill Hitler"*, you'll
LOVE the expansion packs! EXCLUSIVELY at
www.WouldYouKillHitler.com

***All right, them's the rules.
Thanks for reading, nerds.***

Now GO PLAY!



***/HilariousHypotheticals
www.WouldYouKillHitler.com***

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