

# TALKING CRAP™

**3+ players • Ages 17+ • Average game: 20 minutes**

## **CONTENTS**

- 500 very suggestive cards (find that weird place inside you).
- 50 Give-a-Crap tokens
- Instructions (that you're currently boring your friends with).

## **OBJECT OF THE GAME**

The first person to receive 8 Give-a-Crap tokens is the winner (this game **rewards** you for taking crap from your friends). Aside from that, keep it loose, have fun, and make the people laugh, dirt bag.

## **SETTING UP THE GAME**

Each player places 10 Give-a-Crap tokens face down on the table in front of them (face down is the black side up).

## **There are 5 different colored card decks:**

**Red:** adjectives

**Brown:** nouns

**Pink:** verbs

**Yellow:** a random assortment of crap.

**White:** pronouns – numbered 1 through 6. Each player takes one of each of these 6 cards.

After distributing the white pronoun cards, separately shuffle each of the remaining 4 colored card decks. Place them in 4 piles (organized by color) face down on the table within reach of all players.

## **PLAYING THE GAME**

**1.** All players draw 2 cards from each colored deck and add them to the 6 pronoun cards already in their hand (each player should have a total of 14 cards).

**2.** Each player builds the funniest sentence they can with the cards in their hands.

**NOTE: You do not have to use all of your cards.**

*Because of the inevitable absence of some words you might be considering, proper sentences aren't required either.*

**3.** Once everyone is ready, all players lay their cards on the table in front of them, forming their sentences word by word. The first person to yell "Me first!" reads their sentence aloud to the group. Players then take turns reading off their

sentences. Play it up! Laughter equals votes, and sometimes the best performance or funniest reading is the winner.

**NOTE:** Feel free to add a small word or conjunction (and, but, if, etc.), as well as punctuation (exclamation points, question marks, commas, apostrophes, etc.) if this helps the flow of your sentence. The point of this game is to have fun, not win a scholarship.

#### **Voting (also known as "Giving-a-Crap")**

When everyone is finished reading their sentences, each player votes on the best one they've heard (you cannot vote for yourself). To do this, you...

**Give-a-Crap:** Hand a token, emoji side up, to the player who has the funniest phrase or sentence you've heard.

#### **Starting a new round**

Each player picks up all 6 of the white pronoun cards and keeps them for the next round. The rest of the cards can just get tossed off to the side or flushed down the crapper. Everyone draws 2 new cards from each of the 4 colored decks and starts again with 14 cards.

#### **WINNING THE GAME**

The winner is the first player to have 8 Give-a-Crap tokens handed to them.

**NOTE:** In a three player game, we recommend 5 tokens as the winning goal. In a five or six player game, we recommend 12 tokens as the winning goal. In a game topping forty people, make sure you have bleach and a sponge.


#### **NICE TIPS**


Not all word combinations make for a good sentence. Phrases, commands, nicknames, pet names, etc. (whatever you find funny) work just as well. For example:

- "Sir Tickle Taint" (your college R.A.)
- "Pinch Your Lumber Log Today!" (a Public Service Announcement)
- "Grandma's Iron Pipe" (a hipster bar near the airport)
- "Hot Mother Load" (the best band of 1998)
- "Dirty Bag Dumpster Contest" (we have no idea)...

 /haywiregroupinc

 /haywiregroup

 /haywiregroup

 /haywiregroup

©2016 The Haywire Group, Inc. All Rights Reserved.  
THE HAYWIRE GROUP, INC.<sup>®</sup>  
and IT'S ALL FUN AND GAMES!<sup>®</sup>  
are registered trademarks of The Haywire Group, Inc.  
Springfield, MA USA 01151  
Made In China

