

## YOU MUST CHOOSE!

The phrases "I won't choose either," "Neither one" and / or "Who cares?" should never be heard while playing **YOU GOTTA BE KIDDING!**. You must make a choice no matter how bad your choices may be.

**TEAM PLAY: YOU GOTTA BE KIDDING!** can be played with teams if you have more than four players. Each team should make their choices together... one choice per team. But make sure you keep your team meetings short so that the game doesn't move too slowly. Use the timer if you need to.

**VACATIONS AND CAR TRIPS:** The "WOULD YOU RATHER" Cards in this game are fun to take with you on vacations and car trips. Take them with you and have fun laughing and explaining to your friends and family why you make the goofy choices that you make.

**COMMON SENSE:** These questions are obviously not real. Don't take any of them seriously. And everyone should know that trying to do or act out any of the questions on the "WOULD YOU RATHER" Cards would be really dumb and might cause you to get hurt or sick. **DON'T DO ANY OF THEM!** The questions are fun to talk about, but dumb to do.



QUESTIONS & COMMENTS:  
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## RULES OF PLAY

For 2 or More Talkative, Imaginative, and Open-Minded Players

### OBJECT OF THE GAME

Make a fun choice, then speak up and tell everyone why you chose it. The first player to reach the **FINISH LINE** wins.

### EQUIPMENT

"**YOU GOTTA BE KIDDING**" contains one game board, 100 "WOULD YOU RATHER" Cards, 4 player pawns, 4 Choice Tokens, one die, and one Challenge Card Kit (with 15 Challenge Cards, one 90 second sand timer, one Red Chili Pepper toy\*, one pencil, and a drawing pad).

\*Don't forget to activate the Chili Pepper by removing the "Pull Tab".

### START OF PLAY



Shuffle the "Would You Rather" Cards and place this deck on the table.



Shuffle Challenge Cards and place the deck face down on the table as well.



Each player chooses a player pawn and a Choice Token. Place your pawn on the correct colored "Start" Space.



Play moves in a clockwise direction. The youngest player goes first.



Each turn begins with a roll of the die. Roll the die and move your pawn to land on either a Number Space or a Challenge Space. During your turn you are "The Roller".



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