

HOT SEAT

INSTRUCTIONS

OVERVIEW

Each round answer a question about the player currently in the Hot Seat. Try to fool other players into thinking that your response was written by the player in the Hot Seat.

CONTENTS

100 Question Cards
2 Answer Pads
2 Scoring Pads
Instructions

GETTING STARTED

Give each player an answer pad. Each player will also need a pen or pencil. Choose a player to be the

scorekeeper and give them the score pad. Place all of the Hot Seat cards face down in a pile. The last player to arrive begins the game in the Hot Seat.

GAMEPLAY

DRAW: The player in the Hot Seat draws a card and reads it out loud.

ANSWER: Everyone including the player in the Hot Seat writes an answer to the card on their answer pad from the perspective of the player in the Hot Seat.

COLLECT: The player in the Hot Seat carefully collects all of the answers without showing other players. If the player in the Hot Seat is having trouble reading an answer they should clarify that answer discreetly.

READ: The player in the Hot Seat shuffles the answers and reads all of them out loud. The player in the Hot Seat can't give any clues to which

answer was theirs. If necessary, answers can be reread before guessing.

GUESS: One-by-one moving clockwise, each player guesses which answer was written by the player in the Hot Seat.

REVEAL: After all players have guessed, the player in the Hot Seat reveals which answer they wrote.

SCORE: Tally everyone's points on the score pad. The player to the left of the player in the Hot Seat becomes the new player in the Hot Seat for the next round.

** instructions cont'd
on other side*

SCORING

Points are awarded depending on your role in the game.

PLAYER IN THE HOT SEAT:

1 point for each player that correctly guesses the answer you wrote.

ALL OTHER PLAYERS:

1 point for each player that guesses your answer.

2 points for guessing the player in the Hot Seat's answer correctly.

4 points for responding with the same answer as the player in the Hot Seat (see notes).

WINNING

The first player to 21 points wins. In the event of a tie, all tied players win.

NOTES

If 2 or more responses are the same, the player in the Hot Seat eliminates them from the round; no player can guess those cards. The exception

to this rule is if one of the duplicate responses was written by the player in the Hot Seat. If that's the case, the player in the Hot Seat announces that another player guessed their response correctly. That player gets 4 points and the round is over without any guessing.

GAME VARIATIONS

DOUBLE POINTS: If a player is on 7 total points after a completed round, they earn double points for the next round.

SWAP: If the player in the Hot Seat can't think of an answer for a card, swap it out for a new one.

ORIGINALS: The player in the Hot Seat creates their own original question when it's their turn.

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