



NEVER SAY NEVER

RULES OF THE GAME

THE BASICS

To start the game, each player draws 5 cards.

Whoever is deemed the most innocent amongst you begins as the Inquisitor. If you are all pretty bad people, then, ldk, just pick someone to start the game.

The Inquisitor then plays face-up the card from their hand they think (or hope) that no one playing would actually do. If everyone else says they would never do it, then the Inquisitor gets the point that round.

If someone does say they would do it, then they have to explain to the group the circumstances that they would do the action under. In the event that multiple people say they would do it, then whoever has the answer the Inquisitor likes best wins the point. If they have already done, then the scenario asks would they do it again.

After the round ends, the Inquisitor draws a card to get their hand back to 5 and the next player in clock-wise order becomes the Inquisitor.

CHALLENGES

Every now and then, someone will try to claim a point by giving an answer that is wack or you know is just not true to their character. In the event someone does this, then anyone playing can challenge. If all of the remaining players agree that the answer sucks, then no one wins the point.

WINNING

This is not rocket science. Set a number of points to play to and whoever gets their first wins the game. First person to 10 points might be a good starting point though. Or...just play for fun.

HOUSE RULES & MODIFICATIONS

Here are a few suggestions for how you could modify the game to be more fun for you and your friends

Knockout (Best for virtual play!): One person takes turns reading cards and each round, whoever would never do the scenario is knocked out. Last person standing wins the point.

Gauntlet: Everyone plays a card face-down. Turn them all over and see which scenario the least number of people would do.

Call them out: Instead of posing the scenario to the group, play where you pick only one person to answer each round.

Refresh: If you think your hand is terrible, then you can turn in as many as all of your cards in to the bottom of the deck and draw a new hand. You should skip your turn as a result.

Nevers gotta drink: I think this one is self-explanatory...if you say never then go ahead and throw one back.

Dare to be wild: Where it makes sense, challenge someone to earn their point by actually doing what the card says.