

**THE GAME OF  
HONEST ANSWERS**

# **TBHA**<sup>TM</sup>

**TO OUTRAGEOUS  
QUESTIONS**

**How to Play**

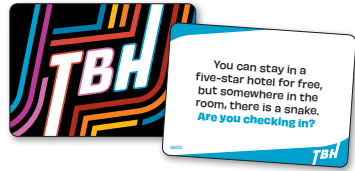
## COMPONENTS



PLAYER BOARDS (8)



SCOREBOARD



DILEMMA CARDS



ANSWER CARDS (16)



GUESS CARDS (32)



PLAYER PIECES (8)

## OVERVIEW

In TBH, your goal is to accurately predict how your friends will answer yes or no questions.

During the game, you make predictions by playing your **guess cards** onto other players' boards.

For each guess you match correctly with those players' **answer cards**, you earn points.

## SET UP

Each player chooses a color, and takes that color's:

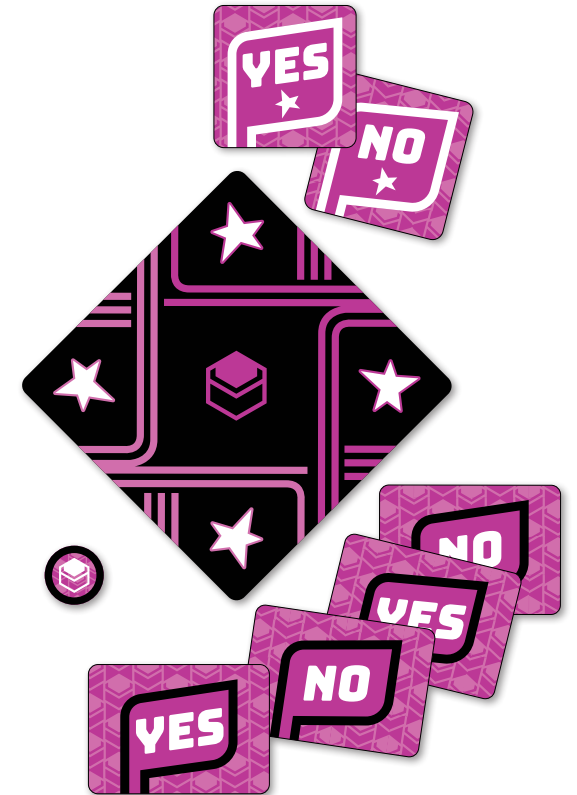
- **2 answer cards** (Yes + No),
- **4 guess cards** (2 Yes + 2 No),
- **player board** and **player piece**

Put your own player board on the table in front of you, within reach of the other players. Your cards go in your hand.

Put everyone's player pieces just to the side of the **scoreboard**, ready to start scoring points.

Grab a honkin' stack of **dilemma cards** from the box, shuffle them, and put them on the table.

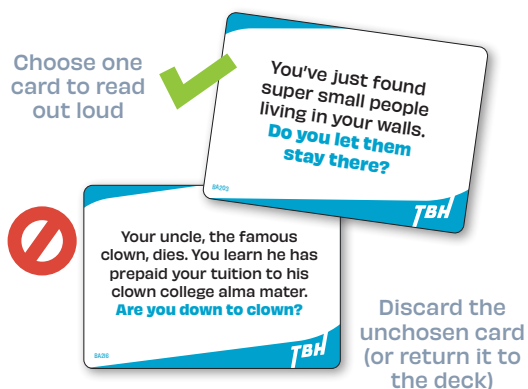
The player who is the biggest gossip goes first. **You're ready to start playing TBH!**



# HOW TO PLAY

TBH is played in rounds. At the start of the round, the first player becomes the **Dilemma Boss**:

- Draw two dilemma cards.
- Choose your favorite to use for this round.
- Discard the other card.
- Read your chosen one to the group.



## Ask questions to further define the situation:

Every player now has the opportunity to **ask questions** about the specific details of the dilemma. Not every player has to ask questions—you can pass, if you like.

As the Dilemma Boss, you answer these questions by **making up any details you like** about the specifics of the scenario. You can also volunteer any information you think is relevant.

In making up these details, you should try not to make the dilemma *too* one-sided or easy to answer—the ideal dilemma should make people really think about how to answer.

**Example:** Clarifying questions about the super small people dilemma might be: "Do they cause any damage? Can I communicate with them? Do they wear cute little hats?"

**Hey Let's Not:** If a dilemma is drawn, questions are asked, or answers are given that raise topics any player would rather not discuss, **any player can play their No cards face-up on the table at any time.**

Playing **one No card** is an indication for the Dilemma Boss to back up and shift the line of discussion.



Playing **both your No cards** is an indication that the Dilemma Boss should discard the current dilemma and draw a new one.

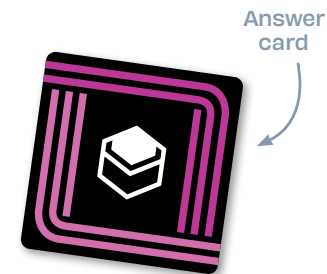
When playing No cards like this, **no explanation is required.**

## Answer the dilemma for yourself:

After all players have asked as many questions as they like, it's time to decide your answer to the dilemma.

Everyone (Dilemma Boss included) **plays their own Yes or No answer card** face-down in the center of their own player board, based on how **they personally** would respond to the dilemma as it has been described.

**Answer honestly! That's the title of the game.**



## Guess what the other players' answers will be:

Once everyone has answered for themselves, everyone (Dilemma Boss included) **plays guess cards onto the other players' boards.**

Everyone can play their guess cards at the same time, until all the guesses are in.

Each board has room for up to 4 guesses. You can't play a guess card on yourself.

### • 3–4 Players:

Each person plays **2 Guess cards**, onto 2 different players' boards.

### • 5–8 Players:

Each person plays **3 Guess cards**, onto 3 different players' boards.

*Because you have to play 3 of your 4 cards, you're limited with your guesses! You can't play all Yes or all No. You'll just have to do your best.*



## Reveal the truth:

After everyone plays their guess cards, the answers and guesses are revealed. Starting with that round's Dilemma Boss, **turn over your own answer, and all the guesses on your board.** Now's when you find out who knew what you'd say!

**You're encouraged to explain why you answered the way you did**—it helps everyone understand your mindset, which can help in future rounds.

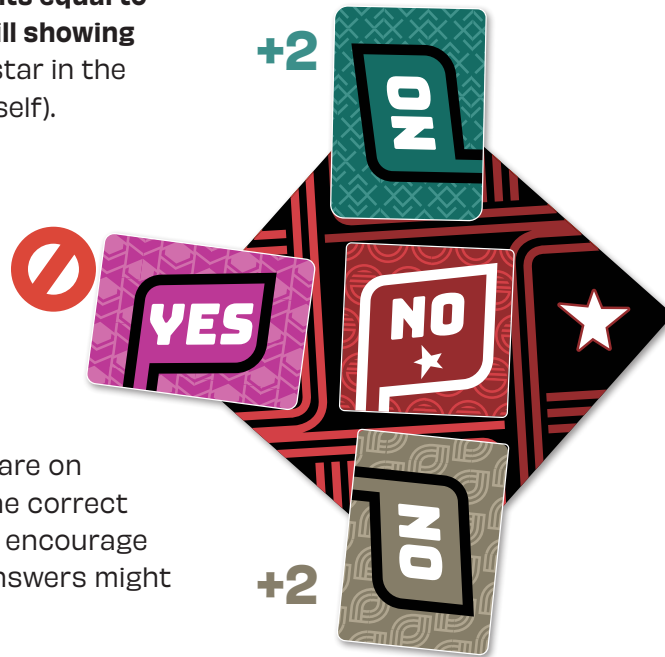
Some players like to turn over the guesses first—and hear the other players share their reasoning—before the final reveal of their own answer!

## Count up your points:

Score for each correct guess you made!

**A correct guess is worth points equal to the number of white stars still showing on that board** (including the star in the center, on the answer card itself).

**Example:** The green player and the gray player each score **2 points** for being correct, because 2 stars are visible on this board. The pink player scores **zero points**.



So, the fewer guesses there are on a given player, the more all the correct guesses are worth. This is to encourage guesses on players whose answers might be harder to predict.

There is no penalty for an incorrect guess.

As each board is revealed, count up your points and advance your player piece on the scoreboard.

**Optional Rule:** For a longer game when playing with 3 or 4 players, choose not to count the answer card star when tallying points.

## Play another round!

Once everyone has counted their score, retrieve your cards back into your hand.

Discard the dilemma card. The next player to the left becomes the new Dilemma Boss.

Draw two new dilemma cards, pick one, and read the new dilemma to start the next round!



**The first player to reach the final star is the winner!**

In the case of a tie, play one more round to resolve it.

## NEED MORE HELP?

Check out our instructional video online at: [cut.com/tbh-rules](https://cut.com/tbh-rules)



## QUICK REFERENCE:



### 3–4 players:

Play **2** of your guess cards on other players



### 5–8 players:

Play **3** of your guess cards on other players

## PLAY ONLINE!



Play TBH online and see our expansions: [cut.com/tbh](https://cut.com/tbh)

Use our online guess cards and player boards to play with your friends over video chat. Sample dilemmas are included—or, read off the dilemmas from this physical copy!

## TBH: TO BE HONEST™

THE GAME OF HONEST ANSWERS TO OUTRAGEOUS QUESTIONS

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