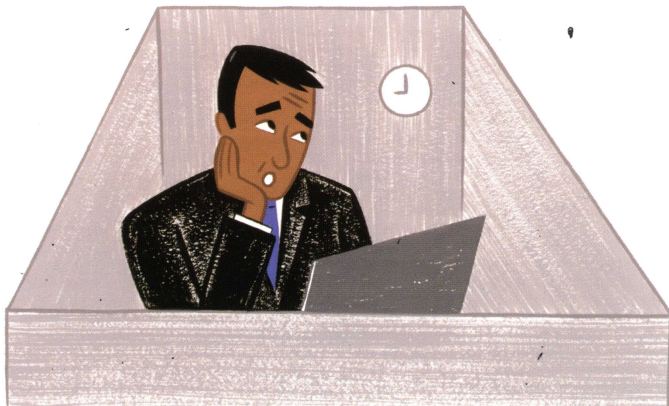


Say Anything™

Meet The Game Designer

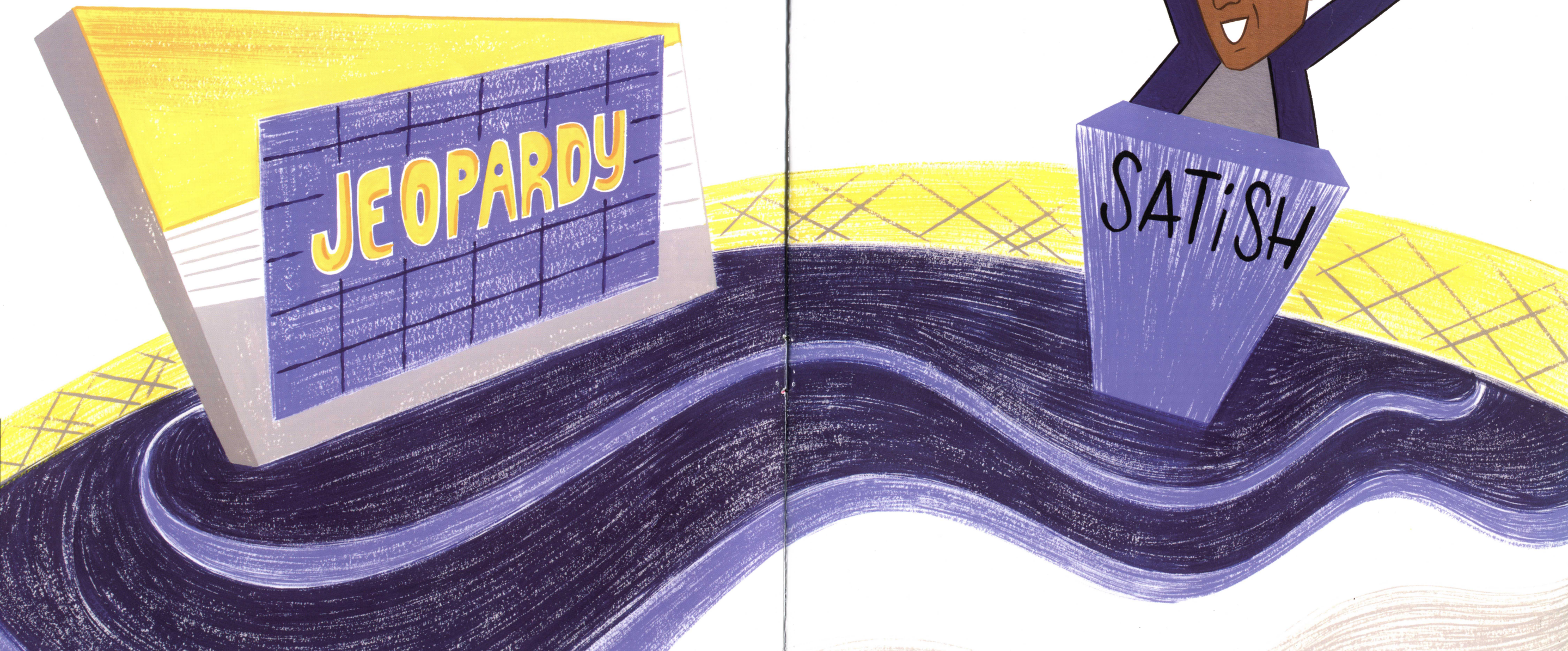


Satish Pillalamarri felt increasingly trapped while working at a New York hedge fund. Life behind his cubicle walls just wasn't that fun. His escape was prompted by a popular TV game show...

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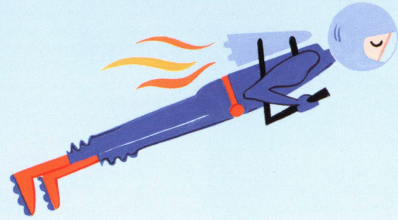
NorthStarGames™

Appearing as a Jeopardy! contestant inspired Satish to rediscover his passion for fun & games. He rolled the dice and partnered with his friend Dominic Crapuchettes to help build the world's most exciting board game company. Satish's first company policy: "No Office Cubicles!"



North Star Games®

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HEADQUARTERS

BORING



SATISH



How to Play

Say *Anything* is a light-hearted game about what you and your friends think. It gives you the chance to settle questions that have been hotly debated for centuries. *Who is the most overrated band of all time? Which celebrity would be the most fun to hang out with for a day?* Dig deep into your heart or just come up with something witty - this is your chance to **Say Anything!**

Setup

Each player gets a Dry Erase Pen, an Answer Board, and 2 Player Tokens of the same color as their Answer Board. You'll also need some napkins to wipe off your answers in between questions.

Choose a Score Keeper. This player will write down the scores after each round.

The Score Keeper gets the Score Board.

The youngest player goes first. This player gets the state-of-the-art SELECT-O-MATIC 5000.

Asking a Question & Writing Answers

If you have the SELECT-O-MATIC 5000, you are the Judge and it is your turn. Draw a Question Card. Choose any question from the card and read it out loud. Everyone else writes an answer on their Answer Board and places it face-up on the table.

If two players write the same answer, only the first answer placed on the table counts. The other player must write a new answer. The Judge resolves any debate about which answer came first.

Selecting A Favorite Answer

Once all the Answer Boards are face-up on the table, the Judge will use the SELECT-O-MATIC 5000 to secretly choose her favorite answer. Then the Judge places the SELECT-O-MATIC 5000 **face-down** on the table.

Guessing Which Answer the Judge Picked

Everyone except the Judge uses their 2 Player Tokens to guess which answer the Judge selected as her favorite. Players can either:

- Place both Player Tokens on the same answer, OR
- Split their Player Tokens between 2 different answers. Players do not have to choose their own answer.



SELECT-O-MATIC 5000

How to Play

Scoring the Round

Once the Player Tokens have been placed, the Judge reveals her favorite answer by turning the SELECT-O-MATIC 5000 face-up.

The scorekeeper awards points as follows:

- 1 point is given to the player that wrote the answer the Judge selected as her favorite.
- Players get 1 point for each Player Token they placed on the answer the Judge selected.
- The Judge gets 1 point for each Player Token placed on the answer she selected (Max 3 points.)

NOTE: The maximum that any player (including the Judge) can score in a round is 3 points.

Preparing for the Next Round

Take back your Answer Boards and Player Tokens. Erase your answer with a napkin (fingers leave an oily residue). Pass the Question Cards and the SELECT-O-MATIC to the left.

End of the Game

The player with the most points after 12 rounds is the winner.

Frequently Asked Questions

What if two answers are the same or similar?

If two cards have the same answer, only the first card placed on the table counts. The other answer must be removed and re-written. If answers are similar, the Judge decides if they are the same thing (is "food fight" the same as "throw pies in their face"?). If the answers are determined to be the same, the judge decides which answer was written first. The other player must write a new answer.

Can I lobby for the answer I wrote?

Yes! You can try to get the Judge to choose your answer. In fact, that's part of the fun!

Can I change my answer?

Only if someone else is still thinking of an answer to write.

Do I have to write an answer?

No. If you're the last person and can't think of anything to write, you don't have to write an answer. You still get to guess which answer the Judge picked.



Get ⁱⁿ the Game

In My Opinion...

What's the best leisure activity?
Who's the most overrated band of all time?
What's the best movie sequel of all time?
What would I most want for my next birthday?
If I could have a BIG anything, what would it be?

Thanks to these fans for their awesome questions!

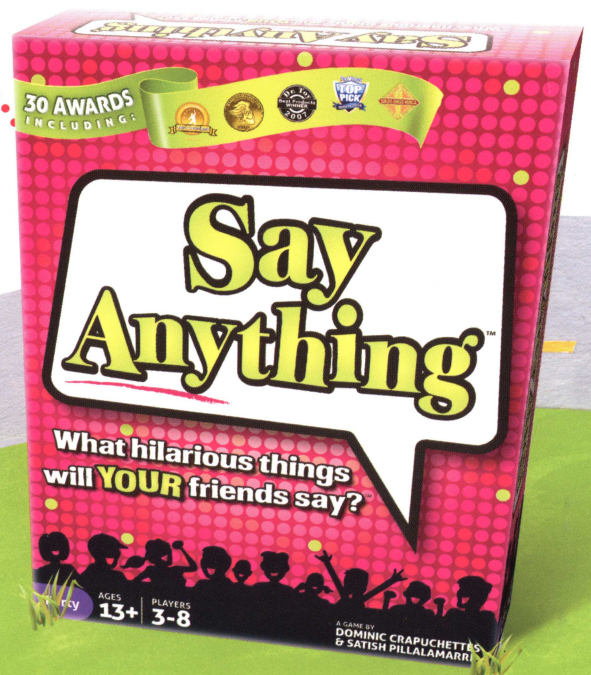


See your question here!
Go to NorthStarGames.com
and click "Get in the Game".



It's Free. It's Fun. You'll be Famous!

Get your question into history's most award-winning party game!
Go to NorthStarGames.com and click on
"Get in the Game" for details.



History's Most Award-Winning Party Game!

This is the game that built our company. Get Wits & Wagers Party and see what all the excitement's about. It will get any large group laughing and cheering!



How to Play

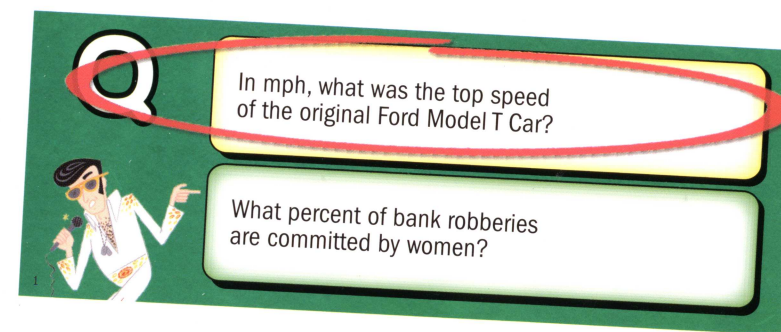
1. **A question is asked...** Everyone writes down their guess.

2. **Place your bets...** Whose guess is the closest?

Feeling confident... Bet on your guess.

Think your friend knows better... Bet on her guess.

Have no idea... Bet on ANY guess and hope to get lucky!



Thanks to all the peeps who Said Anything to make this game great!

Game Design: Dominic Crapuchettes & Satish Pillalamarri

Additional Question Development: Luke Warren, Matt Mariani, & the entire North Star team

Editing: David Lipman & Edoardo Kulp

Graphic Design: Jacoby O'Connor & Warren Kramer

Illustrations: Ali Douglas

Layout: Edoardo Kulp

Manufacturing: Tom Strom

Extensive Play Testing: Gina Cooper, Renee Camus, Alex Bradley, John Cooper, Izolda Trakhtenberg, and Petra Mayer.

Special Thanks To: Everyone who work-shopped the concept over several years at game designer conventions across the country including PowWow, Protospiel, Gathering of Friends and the weekly sessions at Looney Labs. Thanks to Dave Beltran Del Rio and everyone who tested the game at the White Whale and brain-stormed packaging concepts (Icky Icky Kaboom!). And extra special thanks to Dave Chalker for his groundbreaking work on the innovative SELECT-Q-MATIC 5000.

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