



## SUMMARY

A **DID** Card set-up is completed with a name(s) on a **WHO** Card(s) to create a set-up for which each player writes a response on a **WHAT?!** Card.

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## PLAYING THE GAME

► **Prepare.** Each player gets a dry erase pen, a **WHO** Card, and a **WHAT?!** Card. *Tip.* Before playing the game the first time, shuffle the **DID** Cards.

► **Complete the WHO Cards. Player Names.** Each player writes his or her name on the front of the **WHO** Card (one name per **WHO** Card). For game play, put the completed **WHO** Cards in the **WHO** Card deck well, upright, with the names facing backward. During play, unused **WHO** Cards can be set aside in the extra cards well. *Extra Names.* For more fun, do not limit the names on the **WHO** Cards to the players and add some more names of other people known in common to the players, such as other friends and family members. *Tips.* The game works best when all names in play are known to the players and the total names in play include the players and perhaps a few to a handful more. Adding names of fictional characters, politicians, celebrities, sports figures, etc., does not work well in game play. Do not fill out and use all the **WHO** Cards in a game; that is too many. 55 **WHO** Cards are provided so that you will have enough cards to use when you play with different circles of friends and family. The **WHO** Cards can be completed with a dry erase pen, or a regular pen, both of which will be permanent, or with a pencil, which can be erased.

► **The Judge.** The first Judge in the game is the player whose birthday is nearest in time to the day the game is being played.

► **Play!** The Judge draws a **WHO** Card from the front of the **WHO** Card deck well and a **DID** Card from the front of the **DID** Card deck well. *Note:* Each **DID** Card has from 1-3 **WHO** roles to create the **DID** Card set-up and, as needed, the Judge also draws the additional, required **WHO** Card(s). Next, the Judge casts the drawn **WHO** Card name(s) as desired in the role(s) to create the **DID** Card set-up and reads aloud the created set-up to the players.

Each player writes a completion to the created set-up on the front side of a **WHAT?!** Card and passes the **WHAT?!** Card, response side down, to the Judge. *Tips.* The game box top can serve well to collect the **WHAT?!** Cards. The dry erase markers can smear easily, so carefully handle the **WHAT?!** Card by the edges. Players can also blow on, or fan, the **WHAT?!** Card to help dry the ink.

After the players turn in their responses, the Judge reads aloud the **DID** Card created set-up with each of the **WHAT?!** Card responses and picks the Judge's favorite response as the winner of that round. To keep score, the winning player retains the **DID** Card, which represents 1 point.

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▶ **Repeat Play.** The **WHO** Card(s) used for the completed round are discarded to the back of the **WHO** Card deck well with the name side facing backward. The **WHAT?!** Cards are erased and passed back to the players for the next round. The Judge role rotates to the player to the left of the previous Judge. Repeat play as described until a player wins the game. **Tip.** The **WHO** Card(s) may be shuffled occasionally during a game.

▶ **Winning.** The first player to acquire the needed number of **DID** Cards, or points, wins the game!

▶ 4-6 Players = 6 points   ▶ 7-9 Players = 5 points   ▶ 10+ Players = 4 points

▶ **End Game.** At the end of the game, the played **DID** Cards are discarded to the back of the **DID** Cards deck well with the set-up side facing backward. **Tip.** To prevent permanent marking, the **WHAT?!** Cards should be erased before being put back in the game box.

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## HELPFUL STUFF

▶ **Example Round.** The Judge drew a **DID** Card with this set-up: WHO has a sign in his/her front yard that reads: “Trespassers will be...”. To create the set-up, the Judge reads the set-up aloud with the name on the drawn **WHO** Card, like so: *Alex* has a sign in *his* front yard that reads “Trespassers will be...”. Player responses submitted to the Judge are: (1) dated if cute; (2) gelled and coiffed; (3) held down and tickled until they wet their pants; and (4) required to drop and give him 20. The Judge reads aloud the **DID** Card set-up with each of the **WHAT?!** Card responses and selects ‘dated if cute’ as the Judge’s favorite response. The player who wrote that response wins the round and a point.

▶ **Dry Erase Tips.** Keep the pens securely capped when not in use to prevent drying out. After game play, wiping the **WHAT?!** Card front side, dry erase surface clean with a dry erase wet wipe, or a cotton ball and rubbing alcohol, will preserve the surface and prevent ghosting and permanent marking.

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