

10+ | 2-10
age | players



DON'T GET GOT!

THE RULES

IMPORTANT

Don't read any of the cards before you start or you'll ruin the game!



How to play Don't Get Got game |



OBJECT

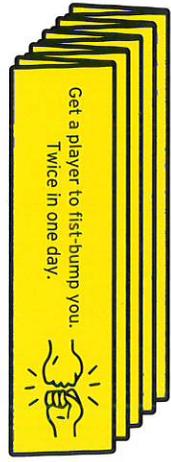
To be the first player to successfully complete three of your missions.

SET UP

Deal out one Guess What? Card and five random Mission Cards to each player, facedown, so the missions stay hidden. All players should now have one black card and five yellow cards.



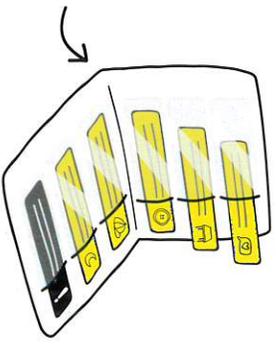
x1



x5

KEEP YOUR CARDS SECRET
If anyone sees them it will ruin your chances of winning the game.

Next, hand each player a Mission Wallet. Players fold Mission Cards in half and insert them so the challenge is visible.



OPTIONAL RULE

There are situations where some missions might be harder than others. To make things easier, players can swap out one of their Mission Cards with the deck whenever they successfully call out another player and cause them to fail their mission.

There's no going back once they've swapped, so if they end up with an even trickier mission... that's tough luck.

TIPS



Never let your guard down. The game is always on until someone wins.



Most of these missions are purposely open, so you'll need to get creative to complete them.



Keep score by creating a message channel with all the other players and share pics of your victims whenever you complete a mission.



If there is a dispute between two players, get the others to judge (or just ask us).



You can play this game while playing another game or doing other things. It's designed to run in the background.



No matter what happens, make sure that you never, ever say, "What?"



HOW TO PLAY

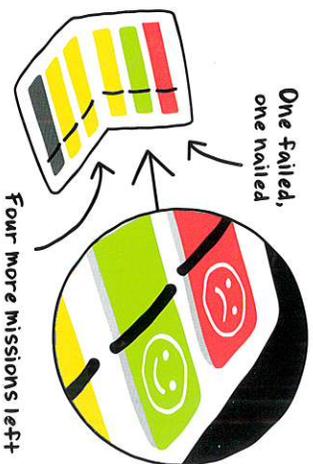
There is no time limit in this game. It ends when a player completes three missions or when everyone runs out of missions to complete. (More on that later.)

Completing a mission

Each mission involves tricking a player in some way. If you manage to successfully pull off a mission, show that player your Mission Card, flip the card over to the green "Nailed it" side and put it back in the Mission Wallet. Make sure you let all the other players know that you're one step closer to victory!

Failing a mission

If any player calls you out before you complete your mission then your mission has failed. Flip that card over to the red "Failed it" side and put it back into your wallet. That mission is off-limits for the rest of the game.



Example

It might go something like this: you pretend that you can't open a jar of jam and hand it to another player asking if they can help. Without thinking, they take it, open the lid and find this card inside.



You got them! One completed mission to you.

However, if the player smells a rat and won't open the jar, accusing you of trying to trick them, then you must come clean. You have failed that mission and now have one less Mission Card to choose from, making it harder to win.

The Guess What? Card

Every player has a Guess What? Card in their wallet. You can call someone out on a Guess What? Card but they can never lose it - so it's always in play until it's completed.

WINNING THE GAME

The first player to complete three missions is the winner. If you keep getting caught and fail all five yellow cards, you're out of the game and get to spend some much needed time improving your stealth skills.