

The Goal: The goal of Shut Up! is to crush the morons you so generously call your 'friends' in a glorious battle of wits.

What you'll need: Just the cards and a minimum of two hapless fools for you to dominate (meaning 3 or more players).

The Set Up: First, deal out the cards. Everyone gets **5 green cards** and **3 red cards**. Yes, they can look at them.

The second (and final) step is to assign a player to be the judge for the first match. Choose however you see fit, as the judge will change every match. You can even pick yourself.

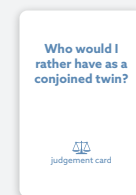


Playing the game.

Shut Up! is played in a series of short matches, and each match is broken into two rounds. Think of it like a series of short boxing matches, but with less punching. Usually.

Round One: Opening Arguments

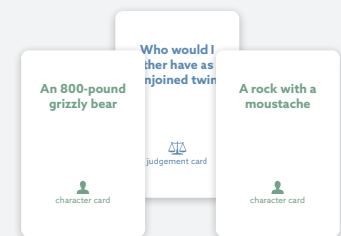
The judge flips over a **blue card** and reads it to the group.



The rest of you race to slam the **green card** from your hand that best answers the judge's question face-down on the table. If you're playing with more than three people, be quick. The judge can only accept the first two cards that come down. After all, we wouldn't want to overload their fragile little brain.



The judge flips up the face-down **green cards** and reads them aloud. If you got your **green card** on the table you must try to convince the judge that your card is the better choice. Show no mercy. Tear your adversary's stuttering, inarticulate argument to shreds in any way possible. Do whatever it takes to make sure you get heard. When the judge has heard enough or after about 30 seconds (whichever comes first) they yell "Shut up!", ending the first round of argument.



Round Two: The Twist

Now that you've each made a preliminary case for your cards, it's time to spice things up a bit. At this point both you and your opponent may play a face-down **red card** on either of the **green cards** in play. **Red cards** are best played strategically, so use them to bolster your case or give your opponent a horrible surprise. Remember that whatever is written on the **red cards** must be treated as the truth.



playing the game continued...

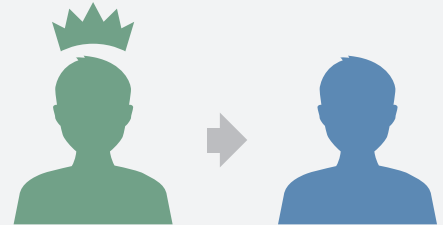
The judge flips over the **red cards** and reads them aloud. You and your adversary begin a final round of verbal sparring to make your case to the judge, taking into account the changes caused by the **red cards**.



Declaring a Winner

When the judge has made their decision they yell "Shut up!" and declare the winner. The winner becomes the judge for the next match and keeps the **blue card** from this match as a trophy. The other cards are discarded, everyone draws back up to **5 green cards** and **3 red cards**, and the next match begins.

Whoever has the most **blue cards** when you're finished playing is the supreme champion of Shut Up!



Stuff you wish you'd known.

- The judge may end a round, call for **red cards**, or declare a winner at any time. Like a boss.
- If you find that you're so culturally deficient that you're unfamiliar with one of your **green cards**, you may put it at the bottom of the deck and draw a new one. Shamefully.
- Both players can play their **red card** on the same **green card**.
- If you didn't get to play a **green card** this round, don't worry—we hear sitting in silence is tons of fun. Or, you know, you could chime in on the arguments. Just be sure you have something funny to say. Only assholes hijack arguments.
- There are a bunch of awesome, alternate rule sets. They might even include that brilliant idea you just had.

House rules.

Want to spice things up? Think our rules are awful? Just want to watch the world burn? We've come up with some exciting variations on the base rules. Feel free to come up with your own, too. After all, it's your copy of the game. It's not our business how you play it.

On the Clock

Each round of argument is strictly limited to 30 seconds. We recommend using your fancy smartphone as a timer.

Round Robin

Instead of awarding the role of judge to the winner of the previous round, judge-hood is passed around in a circle. Always to the left (you're not animals, after all).

High Stakes (requires 4 or more players)

Want to punish jerks that just slam cards down without reading them? This mode is for you. If you LOSE a round, you have to sit the next one out. Not harsh enough? Try your own creative punishments for losing! Just remember, we're not responsible for your cruelty.

Everybody's Special (requires 4 or more players)

Each player puts one face-down **green card** on the table after the judge has read the **blue card**. The judge then chooses which two **green cards** will go head to head. This mode is great for dirty communists who don't want to hurt anyone's feelings. Make sure you don't forget your mid-match group hugs.

Modifier Madness (requires 5 or more players)

Calling all trolls! **Red cards** may only be played by players who AREN'T part of the current match. Just like **green cards**, only the first two face-down **red cards** to hit the table are accepted.

Messy Meritocracy (requires 5 or more players)

Red cards are played the same way as Modifier Madness, but now EVERY PLAYER at the table argues for their favorite **green card**. At the end of the match the judge awards the win to whoever made the best argument, regardless of whether they played one of the **green cards**.



Lawyer-talk.

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Essentially this means please don't be a huge jerk and steal our game. We're working super hard on it, and the last thing we want is to have to spend any more time than we already have talking to our lawyer.

