

“I WOULD **PLAY
BY THE **RULES**”**



“I WOULD **KILL HITLER™”**

Game Instruction Book

We Made This Game Out Of SPITE

The Full Spite Story

In the midst of the pandemic a group of friends took a trip to the middle of nowhere at a seemingly quiet Airbnb. There they met the host of the Airbnb, Rob, who proceeds to endlessly and narcissistically brag about his life's fortunes including his "AMAZING" board game that bought him this ranch we now visit. He stayed by the campfire for **9 hours straight** recanting a rehearsed series of humble brag stories pausing only occasionally to let us speak while he checked Twitter.

His stories were boring, his game was trash, and he was unaware of how insistently insufferable he was. ***We made this game out of spite for him.*** There is no force in the universe more motivating, more propelling, and more able to focus on accomplishing your goals, than doing it out of spite for someone else. That fact and this game are our gift to you.

WHAT'S INCLUDED

100 **Hypothetical Cards** (Yellow cards)

350 **Plot Cards** (White cards)

1 sixty-second timer

HYPOTHETICAL CARDS

You've committed a crime against humanity and federal agents all over the world are looking for you.

How do you remain undetected?

Hypothetical situations that you have to answer in order to win the round.

PLOT CARDS

You have the ability to identify anyone's deepest insecurity.

*These cards have items, actions, dialogue or people you **MUST** include in your answer.*

READ FIRST!

The ability to tell a story is part of the human condition. Use your cards to help, but everything special comes from YOU!

Don't overthink this!

SETUP

1. Each player draws **5 Plot Cards** (White).
2. Designate the player who will be the first Philosopher (Judge). Each round, the Philosopher will take the top **Hypothetical Card** (Yellow) and read it aloud. The player who loves themselves the most will be the first Philosopher.
3. Each Philosopher controls the timer and starts it whenever a player begins their story.

*Use your **Plot Cards** to make your answer more funny, more realistic, or more insane of a solution to the Hypothetical!*



You Have
a skunk gun

PLAYING

1. The Philosopher (Judge) starts the round by reading the ***Hypothetical Card*** to all players.

2. Each player looks at their ***Plot Cards*** and determines the ONE card they want to play this round. They will place that card **FACE DOWN** to indicate they are ready.

NOTE: *The Plot card selected MUST be included in their answer that round.*

3. Once everyone is ready, the player to the left of the Philosopher will start the round. They will have 60 seconds to tell everyone their answer to the ***Hypothetical***. *Use the timer to keep track of time.*

4. When telling your story, *you must mention your **Plot Card***. When you first introduce it in your answer, *flip it over and reveal it - like you're emphasizing the punch-line to a joke.*

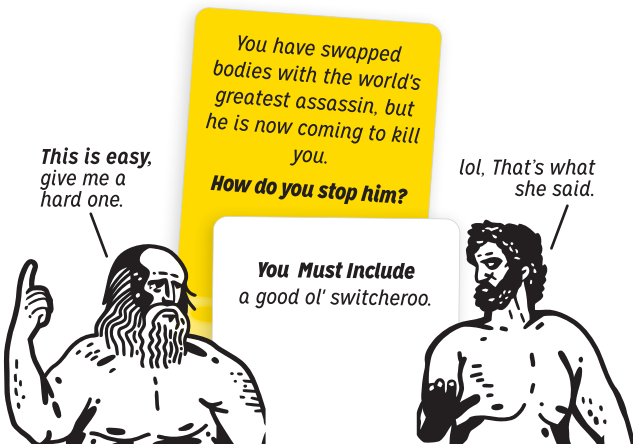
5. When the timer runs out, the **Philosopher** can end the player's story or let it run over at their discretion.

PLAYING (Continued)

6. After each player has completed their turn, the Philosopher will then select their favorite story - whether that's decided on realism, humor, or brevity is at the Philosopher's discretion. The winner keeps the **Hypothetical Card** to keep track of the rounds they've won.

7. Everyone draws back up to 5 **Plot Cards**, and the player to the left of the Philosopher will then become the new Philosopher and play continues.

Note: *Sometimes the Plot cards and hypotheticals don't match perfectly. Good. It's more fun when they don't.*



WINNING

The first player to collect 5 *Hypothetical Cards* is the winner. If the group is done playing before any player reaches 5 cards, enter Sudden Death.

Sudden Death: The two players with the most winning cards face off 1-on-1 in a final round. The remaining players will act as the collective Philosopher, and ***the winner will be decided by a majority vote.***

FINAL NOTE FROM THE CREATOR

This game is about exploring the phenomena we all face while driving or showering - *living out scenarios that will NEVER happen. How would YOU approach it?* What insight would you give that is better than your friends' approach?

That is the crux of this game
What Would YOU Do?

GAME MODES



Maintain rules from the base game unless EXPLICITLY indicated in the game mode rules.

POOL PLAY (Take it or Leave it)

1. Arrange a pool of 10 face up Plot Cards in the middle of the table.

2. After the Philosopher reads the Hypothetical, you may freely swap cards in your hand with as many cards from the pool - keeping 5 Plot cards in your hand at all times.

3. Once the first player has started their story, no more cards can be taken from the pool that round.

Benefits: Good for beginners. Exposes players to more Plot Cards.



DUEL PLAY (A SpiteHouse Favorite)

- 1.** Only two players compete each round: the ***tallest*** player and the ***shortest*** player will begin the game.
- 2.** Each round there are only active players and Philosophers; active players are the two competing & answering hypotheticals, and everyone else will act as a ***Philosopher Panel*** to collectively decide the winner.
- 3.** Winner stays on: The round's winner will collect the hypothetical card and will stay on until they lose a round.
- 4.** Continue clockwise around the circle as play continues - all players must go once before any player gets a second turn

In the event of a tie: *the group MUST come to a consensus. Philosophers can ask the active players to elaborate their story, rationale, motives, etc. until a consensus is met, and a winner is determined.*

Benefits: *Inspires “Battle of Ideas” Competitiveness. Creates a faster paced game.*

CRUEL PLAY (cultivate Some Chaos)

1. Players will select a *Plot Card* from their hand as normal, but instead of playing it for themselves, they will place it face down in the middle.

2. Once all players have placed their *Plot Cards* in the middle, the Philosopher will shuffle the cards and distribute them back to the players randomly.

3. Players **MUST** tell their story using the card they receive.

Benefits: *Good for friends who like to be assholes to each other.*

THIS is the perfect card to TOTALLY embarrass the HELL out of him.



THANK YOU!

TO ALL OF OUR **KICKSTARTER** CONTRIBUTORS
We couldn't have done it without you!

FOUNDERS

Nic Nunn-Faron • "Didn't leave their name" • Booyahhayoob
JingleDjango • Robert Delgado • Manuel Metz
Aspen Bauman • Fitz • Blake Burns • VoteMeDFL
Jonathen Henderson • AJ & Britt Scruggs • Jordan Hinrichs
Chris Moore • Dayne • Jesse A. Rutzler
Comic Command Center • Ali Uhs • Khadeem "KC" Caesar
Athena Winchester-Shore • Jacob A. • Tumbokon
Trey Nichols • Michael Woo/Gowaii • Damian R. Broccoli
A. Danger Performance • Lizzy Portie

SPECIAL CONTRIBUTORS

Hayden Pritchard • Emily Komorek • Nick Martini • Pat Ryan
Frank Wilderspin • Tommy Iborg • Peter Romano • Marni Romano
Ryan Flynn • Conor Branson • Taylor Dukeman
Becky Bain - Editor • Kristin Cassidy

CONTRIBUTORS

Marcus Myge • Kuma Merch • Kyle Richards • Marc D Chopin
Thomas Vollano • Jason Yarbrough • Tricklelaw • Matt Blum
Kelly Peplinski • Angie Spencer • Marshall Cox • Scott Buck • Mike Mushkin
Adam Snir • Tim Wiethop • Ian Koller • Jacob LaChance • Jesse Bradley •
Amy Spizler • LaRenzo Allen

*All right, them's the rules.
Thanks for reading, nerds.*

Now GO PLAY!



*Want this
game or our
AWESOME
expansions?
Buy them here.*



*/HilariousHypotheticals
www.WouldYouKillHitler.com*

*Developed By Spite House Studios, Llc. St Louis, Missouri
Branding & Game Design by andrewcraigdesign.com*