
The Object of the Game:

To collect game cards by guessing the correct clean answers to the dirty clues provided. The first person to spell "D-I-R-T-Y" wins the game! Ding ding ding!

Contents:

56 Clue Cards (Red)

56 Dirty Mess Cards (Black)

Game Instructions

The Set-up

Shuffle the Clue Cards and place the deck in the center of the table.

Shuffle the Dirty Mess Cards. Deal two to each player. Place the remaining face down in the middle of the table, creating a big 'ol dirty mess.

To Begin Play

The literal dirtiest person (whoever has gone the longest without showering or bathing) goes first. If it's a tie, then the oldest of the dirtiest goes first. There's nothing like being old AND dirty.

1. The first player draws one Dirty Mess Card. They are the active player.
2. The player to their right takes the top Clue Card and reads the first clue. They are the Reader.
3. After each clue is read, the active player chooses whether to GUESS or PASS.

Guessing

When you are the active player, your first guess is FREE. That means there is no penalty for a wrong guess. However, each wrong guess thereafter will cost you one card (which you place back in the Dirty Mess.) Each time you choose to guess (and guess incorrectly) another clue is read to you.

Note: Guess cautiously. You must have cards in order to guess. If you lose all your cards, you're out of play until your next turn.

Passing

If you decide not to risk a card and choose to PASS, each player to your left (except the Reader) in turn is given an opportunity to STEAL by attempting one guess or they may also pass. However, each wrong guess costs a player one card. If no player can provide a correct answer, the next clue is read to you and play continues.

4. If each of the three clues have been read, and you still have not provided a correct answer, the other players are also given the opportunity to STEAL. If no one can provide a correct answer after three clues, the answer is read. Play then moves to the left with the active player becoming the new Reader.

Scoring

For a correct answer after:

1 Clue - Draw 3 Dirty Mess Cards

2 Clues - Draw 2 Dirty Mess Cards

3+ Clues - Draw 1 Dirty Mess Card

Winning

The first player who collects enough cards to spell "D-I-R-T-Y" gets to shout, "I'm a dirty winner!!!"

Dirty Mess Cards

Letter Card - Each of these contains a letter to be used to spell the word "Dirty".

Wild Card - Awesome! The equivalent of any one letter card you choose.

Take-Two Card - Excellent! Return this card immediately to the Dirty Mess and draw two in its place.

Lose a Card - Bummer! Return this card and one additional card immediately to the Dirty Mess.

Blank Card - Bogus! Card that bears a "-" is totally worthless and just takes up space.

Got more than 4 players? Here are some ideas:

1. Break into teams!
 2. Appoint a Reader and play with up to 10 people!
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Your Dirty Mind

Show us YOUR dirty mind! Tag #dirtymindsgame in your game night pics!

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