

THE RULES

Terms Used

Competitor An individual player or the group of players comprising a team.

Reader The single player reading a question on a Trivia Card.

Guesser The Competitor to whom a question is being addressed (usually the Competitor to the Reader's left).

Adversary Any player who is not currently the Guesser or on the Guesser's team.

Game Length

For a Quick Game, use 6 Trivia Cards per Competitor.

For Regular Game, use 9 Trivia Cards per Competitor.

For a Longer Game, use 12 Trivia Cards per Competitor.

You can alter these as you see fit, and even experiment with the number of Nuh-Uh Cards you start with!

EXPLAINER VIDEO



- Decide whether you're playing individually or in teams.

Draw a number of Trivia Cards based on desired game length and shuffle them. Give each Competitor two Nuh-Uh Cards.

- The Reader draws a Trivia Card and reads the top question, addressing the Guesser. The Guesser then answers the question.

- At this point, any Adversary that thinks the Guesser is wrong can play a Nuh-Uh Card and exclaim "Nuh-Uh"! If multiple Adversaries do, the Guesser decides who was first. Only one Adversary may "Nuh-Uh" the Guesser.

- The Reader flips the Trivia Card over and reads the question's answer. If the Adversary was right, the Trivia Card is placed in front of them. If the Guesser was right, the Trivia Card is placed in front of them along with the Nuh-Uh Card the Adversary played against them.

- If no one plays a Nuh-Uh Card, the Reader flips the Trivia Card and reads the answer. If the Guesser was correct, the Trivia Card is placed in front of them. If they weren't, it's discarded to the side.

- The Guesser becomes the new Reader and draws a Trivia Card. The cycle continues until no Trivia Cards remain.

- At the end of the game, each Competitor receives 1 point for each Trivia Card in front of them, and 1 point for every two Nuh-Uh Cards in front of them (so three Nuh-Uh Cards are worth 1 point, but four are worth 2 points).

- The Competitor with the highest score wins. In the event of a tie, the Competitor with the most Trivia Cards wins. If there is still a tie, the Competitor with the most Nuh-Uh Cards wins. If there's still a tie... congrats on finding the ultimate rival!

Catch Up!

As an optional (but recommended) rule: if at the start of a Guesser's turn they have no Nuh-Uh Cards, and they still have no Nuh-Uh Cards at the end of their turn, they may draw one Nuh-Uh Card from the Nuh-Uh pile. This discourages hoarding Nuh-Uh cards and keeps the game snappy.

Powers

Once you've played a few games, you can try out Powers. These are special abilities that make *Nuh-Uh!* even more hectic, fast-paced, and tactical.

Every Nuh-Uh Card has a Power, represented by a symbol in the upper-right corner. There are six Powers: Switcheroo, Flip-Flop, Pride, Piggyback, Gamble, and Block. What each Power does is explained on the Power Explanation Cards. There are six of these cards in total. Competitors can hang on to these as a handy reminder on what each Power does mid-game.

Activating and Recharging Powers

When you want to use a Power, announce you are doing so and Activate it. Once used, flip the Nuh-Uh Card over from the side with the glowing symbol to the opposite side with the faded symbol. This signifies the Power is Inactive - meaning you can't use it again.

When you "Nuh-Uh" another Competitor with an Inactive Nuh-Uh Card, its Power Recharges. This occurs after the "Nuh-Uh" is resolved (meaning - it's decided who gets the Trivia Card). When a Power Recharges, it flips back over to Active and can be used again... regardless of who ends up with it!

You can "Nuh-Uh" Competitors with Active and Inactive cards - just keep in mind what you're risking when you do!

The order in which Powers are Activated matters. That's why some Powers depend on who "ends up with" a Trivia Card and not who answers the question correctly!

Set-Up and Scoring

By default, every Trivia Card is worth 1 point, so place them in front of you so the "1" is at the top. Some Powers allow you to flip Trivia Cards so they're worth 2 points. When this happens, flip the card so the "2" is at the top. Besides some cards being worth 2 points, the game is otherwise scored the same way.

At the start of a Power Game, all the Nuh-Uh Cards begin Active. Shuffle them and deal the desired amount to each Competitor. If a Competitor ends up with two cards featuring the same Power, it's recommended they place one at the bottom of the Nuh-Uh deck and draw another.