

# I'M RIGHT YOU'RE WRONG

The Instructions



You can watch the video here:

[rightwronggame.com/how](http://rightwronggame.com/how)

# OR!

Friends fight. In this card game we explore egos and their place in common, everyday disputes. Each card is a choice. Our 4 misfits are the type who get into it.

## BASICALLY

Take turns playing your least worst options and dealing with the consequences.

If you run out of cards, **you lose.**

If you can't play any cards, **you lose.**

If you break any rules, **you lose.**

Last one with cards in hand **wins!**

## SETUP

- 1 **Shuffle your cards.**
- 2 **Deal 5 cards to every player.**  
3 for shorter - 7 for strategy
- 3 **Place the rest of the cards face down in the center.**
- 4 **First player to diss or trash talk another, goes first.**

**Direction:** If you aren't civil enough to agree on a direction, just go clockwise.

## URNS

Video instructions: [rightwronggame.com/how](http://rightwronggame.com/how)

- 1 **Start EVERY turn by drawing a card from the deck to your hand.**
- 2 **YOU MUST PLAY 1 card from your hand — no more, no less.**
  - Many of these are bad.
  - Many of these are good.
  - These are situational.

(Played cards do not have to match the color/type card prev. played)
- 3 **Follow the action on the card - written in 2nd person.**
- 4 **Move all finished cards to the pile.**  
Leave unfinished business in front as reminders.
- 5 **Next Player! Keep going until one player is left with cards or plays.**

Don't forget to begin the next turn by drawing a card!

- ❓ **What if the deck runs out of cards? Sudden Death! Keep playing until one person is left.**
- ❓ **If I forget to draw a card, do I lose? No.**
- ❓ **I am forced to break a rule, do I lose? Yes.**



## WINNING

If you run out of cards, **you lose.**  
If you run out of plays, **you lose.**  
If you break a rule, **you lose.**



Play cards to remove your opponent's hand.

Play cards to restrict your opponents' options.



Play cards to force your opponents to break a rule.

Or you can wait for your opponents to shoot themselves in the foot.



## THE TWIST

Don't sweat it if your hand sucks. There is a good chance your opponent's hand isn't too hot either. Just try to hang on.

There are more bad cards than good cards. Play your least worst option.

Don't just play all your best cards. It's good to keep your options open.

# TERMINOLOGY

**All** : Each and every player.

**Blind** : Choose without looking at face of cards.

**Blind play** : Blind reveal + play.

**Deck** : Unused cards, where you draw from.

**Disarm** : Reveal and send trap cards to the pile. (Any cheaters caught lose).

**Draw** : Pick up a card from the deck.

**Face down** : Played unrevealed. Card action is followed after being triggered.

**Face up** : In play, waiting to be triggered.

**Ignore** : Don't follow card instructions.

**In play** : Played, but not finished.

**Next opponent** : The player who goes after you.

**Opponent** : Pick any player.

**Pile** : Used card pile in the center.

**Play** : Play card face up or face down in front until finished.

**Return** : Place card at bottom of the deck.

**Reveal** : Play face up so all can see.

**Self** : You (cards are in 2nd person).

**Trigger** : Follow action, after trap conditions are met.

**STFU!** Immediately draw a card and play that card without adding it to your hand. Good luck.

**TOP OR BOTTOM?** Change the direction of play.

**TRAGIC** On your next turn, if you play a you lose. If you are forced into playing one, you also lose.

**WTF?!** Allow a player of your choice to swap any card with a new one from the deck.

 **HIGHROAD** - 24x  
Mostly favorable.

**CHILL** At the beginning of next turn, player draws, reveals, and plays the next card. Afterwards, the turn is over. Next!

**COME HERE** Without looking at faces, choose a card from any one opponent's hand to return to the bottom of the deck.

**HEY SEXY** After opponent draws (to start turn), blind select a card from opponent's hand, reveal and play it— if applicable, card target is your choice. (You may look after selection.) After play, end opponent's turn. Next!


**MY BAD** Pick an opponent to choose any one card from their hand to place back at the bottom of the deck.


**SAFWORD** Move all in play to the used pile. Does not trigger. If no in play, disarm none.

**SORRY DUDE** Pick any in play, and move it to the pile. (If only your is in play, disarm yours.)

**TRUCE?** For each player's next turn, any played loses— no matter forced or absent-minded. Rule finally ends with your next turn, in which you also can't play.

**YES PLZ!** You may return any card for a new one from the deck.

 **What happens when I play disarm with no cards to disarm?**  
Disarm nothing.

 **What if I reveal + play a trap?** It's played normally (but without the element of surprise).



**TRAP** - 16x  
Doesn't have immediate actions;  
**In play** until triggered or disarmed.

1

Place face down (or face up according to the card instructions).



2

If any opponent plays a card that triggers the trap, you may (optional) reveal it and follow the action.

3

After the trap is triggered, follow the trap card before the played card.

*After the cards are finished move them into the pile.*

**CREEP** Nobody can play a new until this card is disarmed. Any still in play are still able to trigger.


**COCK BLOCK!** Next player to play a return a card to the bottom of the deck instead of the played action. (Hint: You may activate this on yourself).

**FUCK IT** Next player to play a also draws an additional card.

**IDGAF** Next new played is immediately disarmed and discarded to the pile. This doesn't prevent triggers.

**MWAHAHAHA!** This card is merely a trick.


**OH SHIT!** Next played (that doesn't disarm) is ignored and discarded to the pile.

 **Do you have to activate your trap?** No. But we found one scenario where you would want to activate trap on yourself.

 **Can I peek at my own traps if I forget?** Yes.

 **Can we have multiple traps?** Yes.

 **Can we activate multiple traps in one turn?** Yes.

 **What order/priority are multiple traps triggered?** They are prioritized in the opposite of the turn direction.

# STRATEGY

Every card has its odd little place in this backwards-take-that, hand management game. It may take a few playthroughs to discover them.

Cards that restrict your options, can end your game fast. Be careful with this one.



It's possible to limit more than one option. If this card is played.

Save your cards for the right time. This card can force an opponent to break a rule.



# CHEATERS

Due to the mechanics of this game, some find it tempting to cheat.

We can either trust our opponents, or just keep these rules in mind:

## How does one cheat?

By playing undesirable, non-trap cards face down in play— posing as a trap.

## How do you catch a cheater?

Disarm and reveal their lying cards in play.

## Then what?

Cheaters lose.



# CARDS



**ATTACK** - 29x  
Mostly not favorable.

**BULLSHIT** On your next turn, if you play a you lose. If you are forced into playing one, you lose.

**DICKHEAD** Pick a player to immediately draw a card.

**DROP DEAD!** Move ANY card from your hand to the bottom of the deck.

**FUCK YOU!** Move ANY two cards from your hand to the bottom of the deck.

**MINE!** Without looking at the faces, take a card from any opponent's hand. That opponent will then take 1 from your hand, without looking at the faces.