

Spinner Rules

Take a Dump:

Judge chooses how many cards he/she would like to discard from their hand and draws new cards to replenish. All other players may then choose to discard and replenish up to the same amount of each color card as the judge.

Sloppy Seconds:

Judge chooses how many cards he/she would like to pass to the player to their right. All players then pass the same number of each color card to the player to their right.

In the Dark:

The judge plays his/her card facedown without reading it aloud first. All other players must then choose a card to play without knowing the judge's card beforehand.

Pro-tip: *If for some (lame) reason you feel like you have a card you cannot play, play it as the judge, and allow the other idiots to make it work. They just might make it shine.*

www.YoureAnIdiotGame.com
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YOU'RE AN IDIOT™

GAME RULES

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GAMES

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The Quick-and-Dirty Summary of the Rules

Everyone takes 4 of each card.

Judge spins the spinner to determine the Idiot.

Judge plays a card.

Everyone else plays the other color card.

Judge chooses the best one.

Everyone replenishes their played card.

Pass the spinner for the next round.



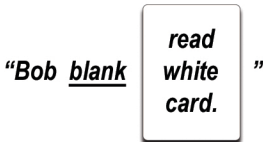
The Complete Rules

1. Make an orange card pile and a white card pile facedown. Orange cards are first; white cards are second.
2. Each player takes 4 orange cards and 4 white cards for their hand.
3. Choose a player to be the judge for the first round.
4. The judge spins the spinner. Whichever player the judge determines the spinner points to is the **Idiot** for that round. Also, if the spinner lands on a white or black space, follow the directions given. (See Spinner Rules.)
5. For an example, let's say Bob is the Idiot. The judge chooses one of his/her own cards to play about Bob.

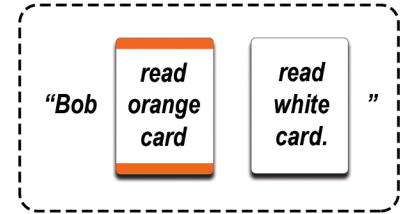
If the judge chooses an **orange** card, he/she says:



If the judge chooses a **white** card, he/she says:



6. Players complete the sentence by playing the opposite color card. They place their chosen card facedown in front of the judge.
7. The judge shuffles the played cards and then reads them all in the correct order:



8. The judge chooses the winning card, and that player keeps the card as a point.
9. Players replenish their cards (up to 4 orange and 4 white), and played cards go into a discard pile.
10. The judge then passes the spinner to the left, and that player becomes the judge for the next round.

Winning: The first player to reach 10 points (or however many you'd like to play to) wins.