

GREETINGS

Here is your very own sample pack of Ridiculous Expositions! Pull up the timer on your phone and put on your naughty thinking cap. We've included instructions and enough cards for a saucy round of play!

If you want to print the cards, just follow these simple steps:



- 1. Download this PDF and take it to your local print shop.
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- 2. Have the shop print the cards on heavy white cardstock (you'll only need to print pages 3-10). Make sure they print two-sided and that the answers align with the questions!
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- 3. Cut the cards to size on a large paper cutter. Most Print shops also offer this service and will just cost a little extra.
- 4. Print instructions (pages 11-12) or you can just view them on your smart phone or tablet.
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 - 5. Get your game on!

GAME ON!

Joe, Lauren, and Gipper







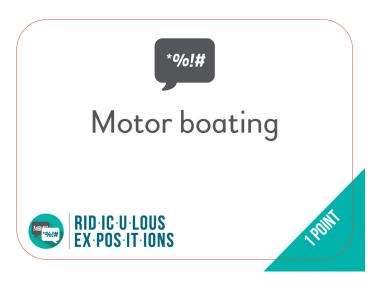










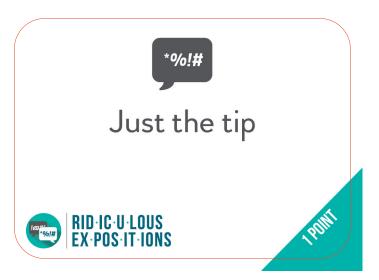






















































































The Game of RID·IC·U·LOUS EX·POS·IT·IONS









GAME CONTENTS:

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400 - Question Cards with values of 1, 2 and 3 points

PLAYERS

Two teams with any amount of players on each team

OBJECTIVE

Be the team with the most points after five rounds of play

SET UP

Split into two teams (**Team Asstastic** and **Team Bonerrific!**) and give each team their corresponding box of cards. Place the timer within reach of the respective teams.



GAME PLAY

- The team with the member who has the dirtiest mind goes first! This will be the "Solving Team."
- 2. The opposing team selects a "Swinger" from their team to sit with the Solving Team during the round. More details on the role of the "Swinger" below.
- 3. Start the 90-second timer.
- **4.** The opposing team will display cards one at a time to the Solving Team from their card box until the 90-second timer is up.



- 5. During this time, the Solving Team must read the cards aloud to either: (i) correctly guess the dirty phrase or (ii) pass on the cards it cannot solve.
- 6. During the round, the opposing team is responsible for organizing the Solving Team's cards into two piles: one for correct answers and one for passed cards.
- 7. Once the 90-second timer is up, the assigned Swinger can attempt to steal any cards that the Solving Team passed on. The Swinger will have 10 seconds to solve each card.



8. Boom! A half of a round of play is now complete! The opposing team now becomes the Solving Team and gets their 90 seconds of glory the exact same way.

Four More Rounds To Go!

After both teams have played, that ends the first round. Four more rounds are then played alternating the Solving Teams and following the same instructions.

SCORING

After the fifth round, each team adds up all the points on the cards that they solved. The team with the most points is **Champion of the Universe!**

