



you think you know me

OFFICIAL RULES

HOW TO PLAY

Each player is dealt a hand of **seven cards**, and play starts with the person whose birthday is closest.

Players take turns choosing a card from their hand, and picking any other player to read it to, guessing how they would answer.

If you guess correctly, discard the card. If you're wrong, discard and draw a new card.

The first player to lose all their cards – and know everyone they're playing with best – wins the game!

Tip: The best stories come from wild guesses. Be adventurous.

VARIANTS

Reverse Play. All players start empty-handed, drawing cards from the box with each turn, and reading the card to the group – changing each card to a “You know...” statement. Every other player answers how they think the cardholder would finish the statement. The first person to answer correctly, or the player with the best answer, keeps the card. First player to get seven cards wins!

No Rules. Don't like playing by rules? You Think You Know Me is a great icebreaker and conversation starter. Bring a handful of cards to brunch, the bar, or on a date to start a conversation, or use them alone for writing prompts. Play anywhere, any time!

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XOXO,
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