

WHAT'S YOUR EXCUSE?

COMBINE CARDS TO CREATE THE MOST
HILARIOUS EXCUSE AND WIN THE MOST ROUNDS.

www.excusegame.com



Ages 17+



3-8 Players



30-60 min.

Components

180 Excuse Cards
36 Conclusion Cards

Setting Up the Game

Shuffle the Excuse Deck and place it face down in the middle of the playing area.

Each player is dealt a total of 7 Excuse Cards.

Shuffle the Conclusion Deck and place it face down next to the Excuse Deck.

Starting the Game

The player who most recently made up an excuse to get out of something starts out as The Excuser.

The Excuser picks the funniest excuse but does not play during the round that they're The Excuser.

A Conclusion Card is drawn and placed face up in the playing area so that it can be seen by all players.

Players then combine 3 excuse cards to come up with the funniest excuse.
(See "Making Your Excuse.")

Making Your Excuse

Every excuse you play must have a Setup, Perpatrator, and an Incident and must be played in that order. (Numbered "1," "2," and "3" respectively.)

When playing an excuse, you play your selected cards in front of you. After everyone has their excuse selected, each player takes turns reading their excuse aloud to The Excuser and ends their excuse by reading the Conclusion Card.

You must use three different cards to make your excuse. The same card cannot act as two different parts of an excuse.

Earning Points

After players take turns reading their excuses aloud to The Excuser, The Excuser then decides whose excuse they think is the funniest.

The player whose excuse is chosen as the funniest wins that round and collects the Conclusion Card that was put into play.

After a player collects a certain number of Conclusion Cards, they win. (See "Winning")

After Each Round

The player who won the round becomes The Excuser for the next round.

All excuses are discarded face up next to the draw pile after each round.

Each player draws 3 new cards. You should always have a total of 7 Excuse Cards in your hand at the start of each new round.

Fill in the Blank Cards

When you encounter a Fill in the Blank Card, complete the sentence using any word or phrase you can think of. Suggestions are provided on the card under the blank line.

Other Rules

Players may turn in 1 Conclusion card at any time to swap out part of or their entire hand.

What's Your Excuse is meant to be flexible. Feel free to add, remove, or change any of the rules as you see fit.

If you reach the end of the Excuse Deck, reshuffle all discarded Excuse Cards and place them face down to form a new draw pile.

Winning

To win, a player must collect the most Conclusion Cards depending on how many people are playing.

3 to 4 People – Collect 5 Conclusion Cards

5 to 6 People – Collect 4 Conclusion Cards

7 to 8 People – Collect 3 Conclusion Cards



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