

When life puts you in a wild situation...



# Hell No Hell Yeah™

Find a hilarious way out!

A Helluva Fun Party Game!



17+

3+ PLAYERS

## CONTENTS:

- 135 Situation Cards (Black Cards)
- 387 Action Cards (White Cards)
- Instruction Sheet

## OVERVIEW:

The Dealer draws a Situation Card and reads it out loud. The other players choose two of their Action Cards and play them, facedown. The Dealer shuffles those Action Cards and picks the one they **definitely would not do**, saying "HELL NO!" Then, they pick the Action Card they **definitely would do**, saying "HELL YEAH!" The players whose cards the Dealer chose, will score by keeping a card. The first player to earn 3 HELL NO and 3 HELL YEAH cards wins the game!

## SET UP:

1. Shuffle the Situation Cards (Black) and place them, face down, in a pile.
2. Shuffle the Action Cards (White) and place them, face down, in a pile.
3. The player who has evaded death the most times is the dealer for the first round.

## HOW TO PLAY:

1. The Dealer deals 8 Action cards to each player.
2. The Dealer draws a Situation Card and reads it out loud.
3. Each player (but, **not** the Dealer) chooses two Action Cards from their hand and places them into a facedown pile.

**NOTE:** When selecting the Action Cards to play, players try to determine which one the Dealer **would NOT do**, if faced with the Situation at hand (a real HELL NO!) and which one the Dealer **would do** (Oh HELL YEAH!). Once players have placed their Action Cards into the pile, the Dealer shuffles them and reads them out loud.

4. The Dealer picks the Action Card they **definitely would NOT do**, saying **HELL NO!** *This might be the most evil answer, the one likely to result in tragedy or the one the Dealer knows they would absolutely, positively, never in a million years do!*

- When a player's Action Card is chosen for the HELL NO answer, they are awarded the Action Card from the Dealer (to keep score).

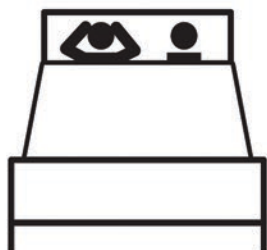
The Dealer picks the Action Card they **definitely would do**, saying **HELL YEAH!** *This can be the answer that fits the Situation the best, makes the Dealer laugh the most or the one that's most likely to result in the successful resolution of the Situation.*

- When a player's Action Card is chosen for the HELL YEAH answer, they are awarded that Action Card from the Dealer (to keep score).

## SCORING:

The first player to earn 3 HELL NO Action Cards and 3 HELL YEAH Action Cards wins!

Remember that all the Action Cards look the same, so players should keep the ones they've collected separated into a Hell No pile and a Hell Yeah pile. That way, they'll know when they've collected three of each.



## CONTACT US:

We are happy to hear your comments or questions about HELL NO HELL YEAH™!

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