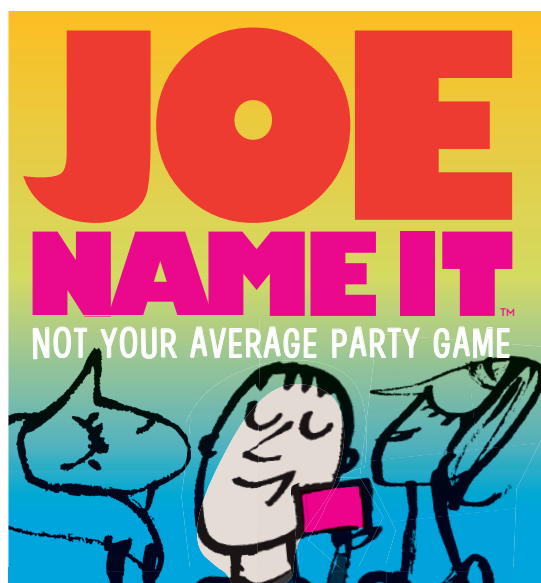


# RULES OF PLAY

2+ PLAYERS | AGES 12 & UP



## CONTENTS

200 cards  
1 number die

## OBJECT

Try to outwit Joe Name It by correctly naming things that fit each card/die roll combination. If you're the first player to collect 10 cards, you win the game. However, being that this is Joe's game, he gets to play along too. If Joe beats you to 10 cards, he wins.

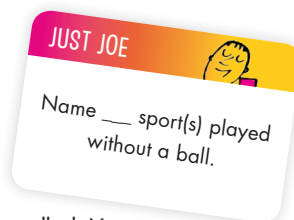
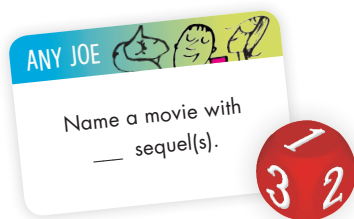
## SET UP

Place the box bottom (card holder) and number die in the center of the playing area.

## HOW TO PLAY

The player whose first name is closest alphabetically to "Joe" goes first and play continues to the left. Start your turn by drawing a card from the box. You may draw one of two types of cards:

**If you draw an Any Joe card**, this means it's an all-play round. Roll the number die and then read the card aloud, filling in the blank with the number you rolled. For example, "Name a movie with 1 \_\_\_ sequel(s)." The first player to correctly name something that fits the criteria keeps the card. If more than one player shouts an answer at the same time, the other players decide who wins. If no one can think of a correct answer in a reasonable amount of time\*, Joe wins the card. (Place it in a face up "Joe" pile in the center of the playing area.) Pass the box to the player on the left.



**If you draw a Just Joe card**, only you can answer the card. Roll the number die and then read the card aloud, filling in the blank with the number you rolled. Your opponents should give you that same reasonable amount of time to name the number of things that fit the criteria. If you answer correctly, keep the card. Otherwise Joe wins the card. (Place it in Joe's pile.) Pass the box to the player on the left.

## No Joe!

It's possible that there is no correct answer for a given card/die combination. If this happens during an Any Joe round, the first person to shout, "No Joe!" wins the card. If it happens during a Just Joe round, you must say "No Joe!" before the time is up to win the card. In either case, other players must agree that there is no answer. If someone can think of a correct answer, s/he wins the card.

## How Do You Know, Joe?

In case of a disputed answer, pull out your portable internet-capable device and look it up. (If you're reading this after the downfall of the internet, Joe wins the card.)

## WINNING THE GAME

The game ends as soon as either one player or Joe collects ten cards. If it's an actual player, s/he wins. If it's Joe, he wins! (He's tough to beat.) For a longer or shorter game, agree on a different winning number of cards before starting play.

- \* If you need a concrete number, Joe defines a reasonable amount of time as more than [roll the die] second(s), but less than [roll the die] minute(s).

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