

# INTERVENTION RULES

## The Basic

- 1) Pass out an Identifier Card, a Voting Booklet, and one of each Guessing Card (SOME, NONE, MOST cards) to each player.

*Tape/glue/staple the Identifier Card on each person's forehead, or just place the Identifier Card on the table in front of them like a normal human would.*

- 2) By whatever means necessary, determine who will be Score Keeper. This person also gets to be first Card Reader and reads a black Question Card aloud.

*We recommend drawing two cards and letting the Card Reader choose his or her favorite.*

- 3) Everyone, including the Card Reader, turns their Voting Booklet to the number of the player who they believe best fits the question. The Voting Booklet is submitted face down to the Card Reader to ensure anonymity.

*You can vote for anyone including the Card Reader and yourself. Seriously, vote for yourself if you know you deserve it.*

- 4) Each person then plays a red Guessing Card in front of them based upon how many votes they believe they received. Correct NONE and MOST guesses are 3 points. A correct SOME guess is 1 point.

*A correct NONE guess means you got no votes. A correct SOME guess means you got at least 1 vote, but less than the MOST. A correct MOST guess means you got more votes than anyone else. In the event that multiple players received the most votes, all the players that correctly guessed MOST get 3 points.*

- 5) The Card Reader then reveals the votes. The Score Keeper records everybody's points.
- 6) After the round, the person to the left becomes the new Card Reader. Lather, rinse, repeat. First player to reach 21 points wins.

## The Quick and Dirty

Lusting for something fast and simple? Then leave the Guessing Cards in the box and scrap the points. Each round, the Card Reader counts the votes and the person with the most votes is the loser of that round (or winner, depending on your moral compass). This person gets to keep the Question Card as a reminder of his or her shame. When you're done playing, the person with the most cards probably needs a real life Intervention. In the event of a tie, the Card Reader decides who best fits the card.

## The Variations

The great thing about Intervention is that there are multiple ways to play. Add in your own rules as you go, or mix and match from the variations below.

**Full Frontal Disclosure:** Instead of turning in anonymous votes, the Card Reader counts to 3 and each player reveals their Voting Booklets at once. If you're feeling especially naughty, go around the room and let each player reveal their vote, one by one, for dramatic effect. Explanatory anecdotes and reasoning for one's vote are highly encouraged.

**Rehab:** Add in ridiculous punishments for receiving the most votes or hitting certain milestones. Our personal favorite is forcing someone to tell an embarrassing story pertaining to the card.

**The Other 99%:** Scrap the points and instead of limiting votes to each other, players may choose anyone, including people not in the room. Feel free to pick celebrities, fictional characters, or your friends that weren't invited to the party. The Card Reader chooses their favorite answer and the winner receives the card.

**Shaggy's "It Wasn't Me":** This variation is only for the Quick and Dirty version. The person who receives the most votes has the opportunity to convince the group that, in fact, another player better represents the Question Card. To do this, he or she may tell an anecdote, use facts, reveal to the group something that was told in confidence, or any other creative means. The Card Reader then decides if the argument was convincing. Playing dirty is strongly recommended.