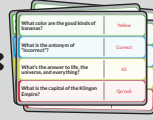# YOU MUST BE AN IDIOT®

10+ | 0:30 | 3-6

COMPONENTS:

1× Box of Trivia

90× Double-sided trivia cards with four questions on each side loosely ranked from easiest in green to hardest in red.

12× "You Might be an Idiot!" identity cards

4× Identifying that You Must be an Idiot!

8× Identifying that you should try and be a smarty

6× Markers

6× IDIOT! badges

6× Easels

Scoring Chits

SETUP:

Shuffle together: All of the Identity Cards

THEN

Each player takes: an easel · five points · a marker and a matching IDIOT! badge
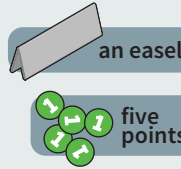
THEN

Choose a person to be the first Reader.

TO PLAY:

The game is played in rounds that follow these steps.

1 Deal each player: **1×** "You Might be an Idiot!" card — **KEEP THESE CARDS SECRET!**

These cards tell you whether or not you *must* be an IDIOT! or if you should try to be a Smarty and how you'll earn points this round.

This round... YOU MUST BE AN IDIOT and answer the question wrong (or you'll get no points!) — An IDIOT! *must* answer the question *incorrectly*.
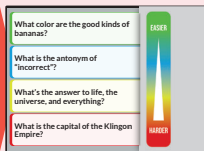
OR

This round... TRY AND BE A SMARTY! — A Smarty can write anything they want.
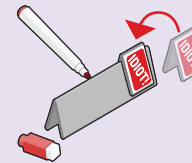
2 The Reader takes the Box of Trivia and reads one of the questions aloud.

Make sure not to show or reveal the answer. (If you do, wear your IDIOT! badge on your shirt and take a new card.)

What color are the good kinds of bananas?
What is the antonym of "incorrect"?
What's the answer to life, the universe, and everything?
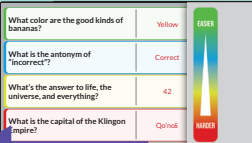What is the capital of the Klingon Empire?

EASIER / HARDER

3 Everyone now writes down their answer on their Easel.

When you're done, place your IDIOT! badge on top of your easel.

4 The Reader announces the correct answer.

What color are the good kinds of bananas? — Yellow
What is the antonym of "incorrect"? — Correct
What's the answer to life, the universe, and everything? — 42
What is the capital of the Klingon Empire? — Qo'noS

Slide the card to see the answer.

THEN

Everyone reveals their answers

Whatsamahoozit

5 Time to guess who is an IDIOT!

Place your badge on or near the Easel of the player you wish to accuse.

Whatsamahoo

Guessing an IDIOT! is optional!

See how it all pans out.

(Turn the page over.)

6 · SCORING

After all guesses have been made, turn all of the Identity Cards face up. Now score these five things:

A If a Smarty gets the answer right	**B** If an IDIOT! gets the answer right	**C** If no one guesses an IDIOT! is an IDIOT!	**D** If a player **correctly** guesses someone is an IDIOT!	**E** If a player **incorrectly** guesses someone is an IDIOT!
The Smarty gains 2 points.	**The IDIOT! gains NO POINTS this round.**	**The IDIOT! gains 3 points.**	**The guesser gains 2 points.**	**The guesser gives one point to the accused.**

NOTES:

E When players with no points incorrectly guess the identity of an IDIOT!, no points change hands.

B **E** IDIOT!s who answer the question correctly can still vote for an IDIOT! but will lose a point if they guess wrong. They do not gain any points for guessing correctly.

For a quick scoring breakdown, scan this QR code with your phone.

Or visit
https://rnrgames.com/YMBAI/scoring.html

7 · Reset for the next round.

→ Collect and shuffle all of the Identity Cards.

→ Flip the now gently used Trivia Card and move it to the bottom of the Trivia Box.

→ Pass the Trivia Box clockwise to the next Reader.

This concludes a round.
Repeat steps 1, 2, 3, 4, 5, 6, and 7 *in that order* until…

END OF GAME:
The game ends when each player has been the Reader twice.

The player with the most points wins. In the event of a tie, continue playing until only one player has the most points.

CREDITS:
Game Design: Stephen Glenn
Graphic Design: Brandon Lewis
Editing: Frank DiLorenzo

Special Thanks! to the following for contributions to the questions. Frank D. DiLorenzo, Stacey Merrill, Brandon Lewis.

R&R GAMES INCORPORATED | **THE GAMES YOU WANT TO PLAY!**