

WHAT'S — YOUR — PRICE?

CONTENTS

280 WYP Scenario Cards
80 Money Cards (10 sets)
Scorepad
Rules

OBJECTIVE: Score points by guessing a player's "price" for agreeing to do a particular scenario. (Note: scenarios are hypothetical and for discussion purposes only.)

SETUP: Sit in a circle or around a table. Place a stack of black scenario cards in the middle of the group. Give a set of green money cards to each player. (Note: There are eight cards in each set.)

GAMEPLAY

DRAW & CHOOSE: To start the game, the player whose birthday is next selects three WYP scenario cards and reads them privately. The player then chooses one scenario card to play for the person to his or her left and discards the other two scenario cards. The player to the left is the first WYP player to be asked about a scenario.

PRESENTING THE SCENARIO: Inserting the WYP player's name and the scenario, the person who selected the scenario card reads aloud the following:

[Player's name], what's your price to [scenario]?

He or she then places the scenario card down for everyone to see.

If a CREATE YOUR OWN SCENARIO card is played, the player who selected the card creates any scenario that he or she wants. (HINT: This is a chance to be creative and ask funny questions.)

CLARIFY: The WYP player may ask the group up to 3 clarifying questions if he or she chooses. Make it quick! Let's get on with the game!

ANSWER: The WYP player puts down the money card that indicates his or her price, and then the other players put down their guesses. Each player places his or her selected card face down in front of them.

REVEAL: Starting with the player to the left of the WYP player and moving clockwise, each player reveals his or her guess. Once all the guesses have been revealed, the WYP player reveals his or her answer. (HINT: The goal of the WYP player is to match the other players to score points, so an honest and candid answer is best.)

SCORE: After the laughter and questioning stops, tally the points on the scorepad. (See SCORING).

NEXT ROUND: The person to the left of the WYP player becomes the WYP player for the next round. The player who was the WYP player the previous round becomes the player to select three new scenario cards and chooses one scenario for the new WYP player.

SCORING: Scoring depends on the role of each player.

WYP PLAYER: One point for each player matched.

ALL OTHER PLAYERS: Three points for matching the WYP player.

WINNING: The first player to 20 points wins!
(HINT: Adjust the points needed to win based on the size of the group.)

GAME VARIATIONS

ALL FOR ONE: Select one WYP scenario card from the deck and place it in the center of the group. Each player chooses the money card that reflects his or her price to do the scenario and places it face-down. When everyone has played their money card, all players turn over their cards and reveal their answers.

Players score one point for each player they match. Tally points and select another WYP card to play. The first player to 20 points wins.

CREATE YOUR OWN: The game is played the same way as the original, but all the WYP scenarios are made up by the group. The person whose birthday is next is the first WYP player. Excluding the WYP player, the remaining players consult each other and come up with a scenario for the WYP player. Players then use their money cards to guess what price it would take to persuade the player to take part in the created scenario.

Tally points after each round. After everyone has had a turn, the player with the most points wins. Play as many rounds as you like, but make sure each player has equal turns in the WYP role.

PLAYERS UNDER 16+ YEARS: What's Your Price is fun for all ages. When playing with younger players, preselect appropriate scenario cards to use throughout the game.



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