

ages 17+ | 4-6 players

# HAPPY ENDINGS™

## FIVE THINGS TO ALWAYS REMEMBER WHEN PLAYING HAPPY ENDINGS

1. There are no right or wrong answers to complete any of the fill-in-the-blank sentences. You can write anything you want!
2. On your turn, you will never see the other players' answers, because the player to your right is collecting and reading aloud the answers.
3. Always pick your favorite answer first and then guess "who wrote what".
4. On every turn...players should not reveal if you have matched their answer correctly until you have tried matching every answer (not one at a time).
5. This game was crafted so that the winner is never known until the very last Happy Ending Card is picked (so a Wild Card could effect the outcome). After all, everyone deserves a happy ending. Enjoy!

If you need to print additional answer sheets or you have any questions/comments about this game, please visit

[www.LoadedQuestions.com](http://www.LoadedQuestions.com)

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A Devilishly Fun  
Game From Start to  
finish



## CONTENTS

- Deck of 25 Big Devil Cards (featuring 150 Fill-in-the-Blanks)
- Deck of 63 Happy Ending Cards and 6 Wild Cards
- Answer Pad and Six Pencils

## SET-UP

1. Shuffle and place the deck of Happy Ending Cards (with the Wild Cards mixed in) facedown in the middle of the play area.
2. All players take an answer sheet and pencil and write any name you want players to call you (at the top of the sheet).
3. All players pick one of the 25 Big Devil Cards to use during the game. All remaining Big Devil Cards can be placed back in the box.
4. The shortest player starts the game by following the rules inside. Play moves clockwise.

## OBJECT

Be the player with the most points after three full rounds of play. Points are accumulated by winning Happy Ending Cards (a) on your turn by matching players' answers correctly, and (b) on everyone else's turn by writing the favorite answer.

## ON YOUR TURN

1. Read aloud any one of the six sentences on your card. (Say the word "blank" at the end of each sentence.)
2. All players (except you) secretly write a personal answer to complete the sentence on their answer sheets.
  - Use one line per answer and work your way down the answer sheet.

I'm sexiest when I imitate blank?



- There are no right or wrong answers. **Players can write anything they want, but should write neatly!**
  - Players will decide how long they have to write an answer, but don't take forever!
3. All answers are collected, shuffled and read aloud by the player to your right. **You will not see the handwriting because the player to your right is reading the answers aloud.** After hearing all of

the answers, you must **first pick your favorite answer** and **then guess which player wrote which answer.**

- It helps to hear the sentence again before answers are read aloud.



My favorite answer is Abe Lincoln and I think Mike wrote that. I think Rachel said your mom, Eric said a gorilla and Carol said a T-Rex.

- The reader should familiarize himself/herself with the answers before reading them aloud.
  - **Players should not reveal anything** when answers are read aloud, when you are selecting your favorite answer, and when you are guessing "who wrote what".
  - Whether you like an answer because it was hilarious, honest, or creative, it's 100% up to you when deciding your "favorite".
4. **After you have guessed all answers (not one at a time),** the player to your right reveals which player wrote which answer, and Happy Ending Cards are picked in order as follows:
    - For **every** answer you matched correctly, pick a Happy Ending Card from the top of the deck and read it aloud.
    - The player who wrote your favorite answer picks one card from the top of the Happy Ending deck and reads it aloud.
    - If you pick one of the six Wild Cards, read the card aloud and follow the instructions. (This card is no longer used during the game.) If you pick more than one Wild Card on your turn, you get to choose the order in which the cards are played...but they must be played on your current turn.



Players should keep their Happy Ending Cards facedown in their play area, and point values are kept secret. Answer sheets are passed back to all players, and the player to your left reads aloud a new sentence to start the next turn. Play continues clockwise until every player has played three sentences on their card (three turns).

## HOW POINTS WORK AND HOW TO WIN

Happy Ending Cards have point values of 1-5, with the higher point cards representing "happier endings" and the lower point cards suggesting questionable morals (according to our highly scientific and immersive research). The player with the most points after three full rounds of play wins the game.

