



The hilarious game of spinning ridiculous situations in your favor.

'SPIN'

To reframe or modify the perception of an issue or event to reduce any negative impact it might have on public opinion.



3+ players, 18+

Game Rules

To start the game, the person whose birthday is the closest to the current date is the confronter. The confronter acts as judge for the round.

Step One: The confronter spins the category spinner.

Categories

- Politics
- Work
- Religion
- Relationships
- Fantasy
- School
- Home
- Legal

Step Two: The confronter selects a card from that category card pack. Each card contains a challenging scenario.

Step Three: The confronter reads the card to the rest of the players. The players act as the person in the scenario who is being accused

Contents

- One category spinner board
- One defense spinner board
- 8 decks of category cards containing 40 cards each

(the "You" on each card). The confronter/judge will be in **bold** on each card.

Step Four: The player to the right of the confronter/judge goes first and then continues with the next player to the right. When their turn, each player spins the second spinner board to select the type of defense they should give in their response to the scenario. Example response starters are listed on the back of the spinner board but are not mandatory. Have fun being creative with responses!

Defenses

- Scorn: Act insulted by the accusation as you are beyond reproach. Potential response starter: *"How dare you accuse me of..."*
- Redirect: Change the subject in an attempt to remove attention from your role in the situation. Potential response starter: *"We should be focused on the real issue..."*
- Shift Blame: Blame someone or something else for the situation. Potential response starter: *"This wouldn't have happened if it weren't for..."*
- Double Down: Insist you were correct in your actions no matter how inappropriate. Potential response starter: *"You are darn right I did it and this is why..."*
- Minimize: Downplay the severity of the situation. Potential response starter:

“You’re making a big deal out of nothing...”

- Deny: Refuse to acknowledge the truth of the situation. Potential response starter: *“That never happened...”*
- Play Victim: Illustrate how you are the injured party in this situation. Potential response starter: *“Why am I always at fault? I was just trying to...”*
- Wild Card: You can use any response you like. It does not have to be any of the defenses above.

The goal is to be creative when responding to the scenario. If the player accused cannot come up with a response, the next player in line gets a chance to steal. The chance to steal goes to each of the players until someone accepts. If someone accepts, the original player loses their turn. If none of the players can come up with a response for that defense, the original player can spin again.

If a player already used that defense in the round, the player should spin again. Once all the defenses have been used, duplicate defenses or defenses not listed are permitted. Only the confronter/judge is allowed to ask questions of the accused player.

Optional: The game can also be played without spinning for defenses.

Step Five: Once each player has a turn, the confronter judges the responses and selects the response they think is the best. That player is awarded the category card just answered and is the next confronter/judge. The process then repeats.

How to Win

The player who wins the most rounds wins the game. For 3-4 players, 10 round wins are recommended. For 5+ players, 5 round wins are recommended.

The scenarios on the cards are fictional and do not portray any actual person or event. Any resemblance to actual people or events is purely coincidental.

In memory of Laurie Kearns, the best game partner ever.

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Wacky Games, LLC

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