



Curious human?



Instructions

Quick Start Instructions



7x



1x



1x

Deal each player 7 cards from the deck and give each player a True card and a False card. Choose a player to go first.



On your turn, play a Statement card from your hand. Answer the statement truthfully by placing either your True card or False card face down in front of you.



The other players then try to match your answer by placing either their True card or their False card face down in front of them.



After all of the other players have placed their guess, they flip their cards and reveal their answers. You then reveal your answer and score the round.



If half or more of the other players do not match your answer, then you win the hand. Keep the Statement card as a point. Drawback up to 7 cards. The next player then takes their turn. The first player to collect 7 Statement cards (points) wins the game.

Curious Humans is a revealing card game where you try to correctly guess if statements made by the other players are either true or false.

There are three types of cards:

Statement cards which have revealing statements about the players,

True and False cards which are used as your answers in each round and,

Twist cards which twist up the gameplay with different effects.

Customise the Deck

Each Statement card has a colour and symbol that corresponds to its category:

 Sexy  Awkward  General  Controversial

This allows you to quickly and easily tailor the deck to suit your group's preferences.

Family dinner coming up? You may want to remove all of the Sexy cards from the deck. Then again you might not, we won't judge.

How to Win

The objective of the game is to be the first player to win 7 Statement cards.

Set Up

Shuffle the Statement and Twist cards together and place the deck within easy reach of all players. For large groups, you can split the deck up into multiple piles for easy access. Deal 7 cards to each player and give them each 1 True card and 1 False card.

Who Goes First?

Have all players point at the person they think they know the least. The player with the most people pointing at them goes first.

Each Turn

On your turn, play a Statement card from your hand. Answer the statement truthfully by placing either your True card or False card face down in front of you.

The other players then try to match your answer by placing either their True card or their False card face down in front of them.

After all of the other players have placed their guess, they flip their cards to reveal their answers. You then reveal your answer and score the round.

If half or more of the other players do not match your answer, then you win the hand. Keep the Statement card as a point. Otherwise, the Statement card is discarded.

If all of the other players do not match your answer then not only do you win the card but you also get another turn.

Draw cards from the deck to bring your hand back up to 7 cards. The player to your left then takes their turn.

Challenging

Statement cards in Curious Humans are written ambiguously on purpose to encourage conversation. Therefore, there may be times when your interpretation of a Statement card is different from another player's. In these situations, you may challenge their interpretation of the card. Discuss with the group how the card should be interpreted and answer accordingly.

You can also challenge a player that you think is lying about their answer. If you do, they must be given a chance to defend themselves to the satisfaction of the majority of the group. If they are unable to back up their answer, they discard the Statement card and lose the point.

Twist Cards

Twist cards are cards that have special effects when played. Twist cards are identified by their heading and their unique border. While most Twist cards are self-explanatory, some are extra special and are clarified in more detail here.

☆ Bonus Round

When this card is played, the Bonus Round begins. In the Bonus Round, instead of playing a Statement card about yourself, you play Statement cards about the other players. After playing the Bonus Round card, select a Statement card from your hand and choose a player to target. Read out the statement and say whether you think the statement is true or false about that player. If you guessed correctly, you win the Statement card, and the player you chose gets to target another player in the same way. If you guessed incorrectly, the card is discarded, and the Bonus Round ends along with your turn.

During the Bonus round players cannot target players that have been targeted already. The Bonus Round continues until someone guesses incorrectly or until all players have been targeted, ending with the person who started the Bonus Round being targeted. No other Twist cards can be played during the Bonus Round.

At the end of the Bonus Round, all players draw back up to 7 cards. The player to the left of whoever started the Bonus Round then takes their turn.

👮 Tricked You!

This Twist card lets you answer a Statement card incorrectly to trick the other players. If you have a Tricked You card in your hand you can intentionally play the incorrect answer. If you do, you must play this card from your hand after all other answers have been revealed.

Score the Statement card as normal. If half or more of the other players do not match your answer, then you win the card.

🚫 Not Telling

This Twist card lets you see the other players' answers without revealing your own. If you have a Not Telling card in your hand, instead of revealing your answer, play the Not Telling card from your hand. The Statement card is not scored, and it goes directly to the discard pile.

Optional House Rules

Drinking Humans

Curious Humans works great as a drinking game! In this variant, whenever the other players guess incorrectly, they must take a drink. But, if everyone guesses your answer correctly, you must take a drink. During the Bonus Round whoever guesses incorrectly and ends the Bonus Round must finish their drink.

Final Humans

The fun doesn't have to end when someone wins the game! Keep it going a little longer with this variant. Have all players place their remaining cards face up on the table. Starting with the player who won the game, the group reads all their remaining cards and votes on one card that the player must answer. Continue in a clockwise direction until everyone has answered one of their remaining cards.

Wasteful Humans

Sometimes you will have cards in your hand that you are not interested in playing. This variation allows you to change out your cards without needing to use the Trash Twist. At the start of your turn, select any or all of your cards and answer them out loud. Discard those cards then draw back up to 7 cards and end your turn. Do not score any of the cards.

Objectionable Humans

Sometimes you might not want to know the answer to another player's statement, or you might want to stop someone else from winning a card. This variant allows you to play your Not Telling card during another player's turn. This stops them from answering that statement and from winning that card.