

# How To Become The...

This is a game for naughty (and not-so-naughty) people to stretch their naughty bone. Gather a group of friends (or strangers or anyone around you) to compete for the title of Master of Innuendo. Play your cards right (literally), and you'll have bragging rights and get to wear the Master of Innuendo medal—until the next game has finished and new winner crowned, of course.



## The Tools

**Provided:** 100 Title Cards, 395 Innuendo Cards, 5 Party Cards, 1 Master of Innuendo Medal

**Not Provided:** Paper and pen/pencil or phone/computer for point keeping, jealousy of those who aren't naughty enough to wear the medal

## The Setup

Place the stack of Title Cards face down. Put the Party Cards face up so all players have access to them. (The Party Cards are like community cards in Poker). Leave the Innuendo Cards in the box, but keep the box within reach of the players. For large groups, you can place stacks of Innuendo Cards face down so they're easily accessible to everyone. Each player takes 7 Innuendo Cards. Appoint one player the Point Keeper. You are ready to begin.

## The Gameplay

The player with the longest name is the first Critic. To begin each round, the Critic takes the Title Card from the top of the stack and reads it to the group, noting the blank(s). The other players must fill in the blank(s) using the words and/or phrases on their Innuendo Cards to make the funniest title possible.

Players may use up to 3 Innuendo Cards for each blank. Innuendo Cards have a word or phrase that can be used by themselves or in conjunction with other Innuendo Cards. For example, to fill in the title "**Daddy's** \_\_\_\_\_", players could use the "**Crotch Rocket**" Innuendo Card by itself to fill in the blank or use the three "**Big**", "**Bouncy**", "**Bottom**" Innuendo Cards to fill in the blank.



## The Gameplay cont'd

The pack of Innuendo Cards also includes 5 “**Show Your Naughty Self**” cards. If a player uses one of these cards, they can fill in the blank with an innuendo that they invent themselves. They simply play the card and say their innuendo.

Players also may use a Party Card to change a word in the Title Card or to fill in a blank. For example, for the title “**The Lady \_\_\_\_\_**”, a player could use the “**Any Suffix**” Party Card to change **Lady** to **Lady’s**. If a Party Card is used along with an Innuendo to fill in a blank, it must be included in the three-card maximum for that blank.

When all players have their titles ready, the Critic starts the Pitch session by reading the Title Card and blank(s) again. The player to the Critic’s right then reads the title and fills in the blank(s) with their Innuendo picks, showing the Innuendo Cards and any Party Cards they’re using to the group. The next player pitches their innuendo titles, and so on. When every player has pitched their title, the Critic chooses the funniest and/or cleverest innuendo title as the winner. The Point Keeper awards 1 point to the winner.

The winner may also go for a bonus point: The Critic asks if they can finish the title with the correct word(s) in the blank(s), as shown at the bottom of the Title Card. If they can, the Point Keeper gives them 1 additional point. For some Title Cards, multiple movies work and are shown at the bottom of the Title Card. All options are acceptable.

The used Innuendo Cards are placed at the back of the other cards in the box (or at the bottom of the stacks for large-group play), and each player takes new Innuendo Cards so they have 7 cards again. The used Title Card is placed at the bottom of the Title Card stack or set aside. The player to the left of the Critic becomes the new Critic and a new round begins.

## The End

When all the Title Cards have been played, or all the players have been the Critic, the player with the most points is crowned the Master of Innuendo! They get full bragging rights and may wear the Master of Innuendo medal for the next hour. (Or until a new game has been played and a new Master of Innuendo is crowned, whichever comes first.)



## Alternative Ways To...

### Choose the Critic:

The player who last masturbated. If no one wants to own up to that, the player who last had sex. If no one wants to own up to that, the player who last had a wet dream. If no one wants to own up to that, how naughty are you really?

### Use the Party Cards:

For a faster, more cut-throat version of Master of Innuendo, only one player is allowed to use each Party Card per round. After the Critic has read the Title Card, players can pick up the Party Card they want to use, depriving other players of using it. If a contestant picks up a Party Card and decides not to use it for their title, they lose a point. At the end of the round, all Party Cards must be returned to the middle of the group face up for the next round.

### Play the Final Round:

Players may end the game with a Whopper Round, where they aim to play all the cards in their hand for the blank(s) on the Title Card to make the funniest title. The catch is, the words must still work together so that the title makes sense.

### Win Points:

If the winner of the round doesn't know the real movie title, the Critic may ask the group. The player who says the correct title first gets the point.

## Thank You!

Master of Innuendo is created and published by Wordion Games. The Master of Innuendo logos and box were designed by illustrator Laura Fisk.

Wordion Games thanks all the people who play-tested Master of Innuendo. This game wouldn't be here without you.

