

HOW TO PLAY

Welcome to Cards Against Humanity's **PARTY MOUTH**: the fast-paced party game of shouting out dirty words in the same order as your friends.

To start the game, the person who most recently pooped opens www.PartyMouth.com on their phone and types in everyone's names. When you're ready, hit "Play!" and two names will be randomly picked to go first.

Okay, you two. Deal two word cards face-up. **Your goal is to speak these words out loud together in the same order, at the same time.** Look at the words. Look into each other's eyes. Will it be *Fuck Face*, or will it be *Face Fuck*? You may not discuss or give each other hints! When you're ready, count down together out loud—3, 2, 1—and then confidently speak the words in the order you picked.

Didn't match? Sorry, your turn is over. Tap "Next Round" for a new random pair of names. It's their turn now.

Matched? Congratulations! You each get to keep one card as a point. Now it's time to up the ante. Draw **THREE** new cards, and see if you can match again.

* **Matched again?** Incredible! The final challenge will be **FOUR** cards. Decide together on one of the three cards to carry over to the final challenge. You each take one of the other cards as a point. Then draw new cards and see if you've got what it takes.

* **Matched *again!*?** ASTONISHING! You each triumphantly keep **TWO** cards as points, and your turn has finally ended.

Continue tapping "Next Round" for a new pair of names after each round ends. Don't worry: everyone will get exactly 6 turns.

Ending the game: After the final round, look at all the cards you've won and arrange up to four of them in the funniest order. Then, go in a circle declaring "I am a *Chonk Ass Twink Muffin!*" (or whatever). The player with the **most points** is the **BIG MOUTH** and may claim they "won." But the player with the **funniest title** is the **PARTY MOUTH**—the true winner.

NO INTERNET?

Play offline with our app, or check out the House Rules for ways to pair people up without a phone.



HOUSE RULES

NO PHONE

Keep your phones in your pockets. Write everyone's names on scraps of paper or whatever, and then shuffle them. Draw names two at a time to pick who pairs up.

- * Even number of players: Just shuffle the pile whenever you run out of names.
- * Odd number of players: Whenever there's only one name left in the pile—an "odd player"—here's what to do. Set them aside and shuffle the other names. Then, pair the odd player with the first name in the pile and continue as normal. The odd player also gets to play *again* with the *last* name in the pile.

Continue until everyone goes 6 times.

PICK YOUR PARTNER

Here's another way to play without a phone—and without being blown about by the winds of fate.

- * One player starts as the "Captain" and chooses anyone to be their partner. When their turn ends, the partner becomes the Captain and picks someone new to be *their* partner (it must be someone who hasn't been Captain yet). If everyone has already been Captain, "close the loop" by picking the original Captain as your partner.
- * During that "loop," everyone should have gotten two turns. Do the whole thing two more times so everyone gets 6 total turns—and then the game is over!

CHILL MODE

Never play with more than two cards at a time. Whenever you and your partner succeed, deal two new cards and go

again! Your turn ends when you fail to match—or after you win three in a row.

TO INFINITY, AND BEYOND!

Did you miraculously match on 4 words? Take it to the next level with 5—and then 6, or even 7! Keep going! Never surrender!

CARDS AGAINST HUMANITY STYLE

At the start of the game, everyone draws a hand of 10 cards. When it's your turn, you each place a card face-down and then reveal them simultaneously. For three-card rounds, draw the third card randomly from the deck. For four-card rounds, you each play two new cards (none carry over). When you succeed, take back your own cards as your points. Draw back up to 10 when your turn ends.

KEEP IT SNAPPY

Players only get so much time to think before they *must* start the countdown: 10 seconds for two cards, 15 seconds for three, and 20 seconds for four.

BIG HAPPY FAMILY

Here's a way to play Party Mouth cooperatively! You'll do twelve rounds of two cards each. Each round, everyone says their order out loud at the same time. If anyone gets it wrong, your team failed. If you fail as many times as the number of players, the game is over (so in a group of 6, you'd lose after 6 failures). If you're still alive after 12 rounds, you win!

TIE BREAKER

If there's a tie at the end of the game, a Tie Breaker may be declared. In the event of a Tie Breaker, the player who can open their mouth the widest wins.

MOUTH PARTY

Instead of laying the cards out on the table, put them directly into your mouths and swallow them. Whoever poops them out first wins.