

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, two sets of 3 Edit 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 MOI medal

The Setup

Place the stack of Title Cards face down. Put the two sets of Edit Cards face up so all players can easily see at least one set. Leave the Innuendo Cards in the box, but keep the box within reach of the players. For large groups, break the Innuendo Cards into smaller stacks and place them 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

1. The player with the longest name is the first Critic. To begin each hand, the Critic takes the Title Card from the top of the stack and reads it to the group, noting the blank(s).

2. The other players choose up to 3 Innuendo Cards to fill each blank, with the goal of making the funniest or, ahem, sauciest, innuendo title possible. Innuendo Cards have a word or phrase that can be used by themselves or in conjunction with other Innuendo Cards. For example, to fill the title "**Daddy's _____**", players could use the "**Crotch Rocket**" Innuendo Card by itself to fill the blank or use the three "**Big**", "**Bouncy**", "**Bottom**" Innuendo Cards to fill the blank.



The Gameplay cont'd

The Innuendo Cards also include 4 “**Show Your Naughty Self**” cards. If a player uses one of these cards, they can fill the blank with an innuendo they invent themselves. They simply play the card and say their innuendo.

Players also may use the Edit Cards to change the titles or innuendos. Each Edit Card allows players to add and/or delete Suffixes, Prefixes, Conjunctions and Pronouns. Examples are included on the Edit Cards and more are listed below, but these are not exhaustive lists. Others can be used as long as the player can show that what they're using are within the categories on the Edit Cards. Only words in these categories can be deleted from a Title Card.

Examples of Edit Card use: The Suffix card could be used to change the title “**The Lady _____**” to “**The Lady's _____**” or to change the Innuendo Card “**Kiss**” to “**Kissing**”. Edit Cards are not included in the three-card maximum for that blank.

3. When all players have their innuendo 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 the blank(s), showing the Innuendo Cards and any Edit 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 Critic's Choice Point to the winner.

4. To finish the hand, the Critic asks the winner to say the correct movie title for the chance to get the bonus Encore Point. If they say the correct movie title as shown at the bottom of the Title Card, the Point Keeper gives them 1 additional point. For some Title Cards, multiple movies are listed at the bottom of the Title Card. All options are acceptable, and if the player offers a title that isn't on the card, they can still earn the Encore Point if they can prove the title they said is for an actual movie.

If the winner does not get the Encore Point, the Critic asks the rest of the players. The first player to say the correct movie title gets the Encore Point.

5. At the end of the hand, 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 hand begins.



The End

A game of Master Of Innuendo ends in one of two ways:

1. After a pre-determined time period. Master Of Innuendo can be played from 5 minutes to as long as it takes to play all of the Title Cards.
2. When one or more rounds have been played. One round is complete when all the players have been the Critic.

When the game is over, the Point Keeper reads the points. The player with the most points is hailed as the Master of Innuendo, gets full bragging rights for their innuendo prowess 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 named, whichever comes first.)

Extended Lists For Edit Cards

Suffix:

-able, -ary, -ed, -er, -ful, -ible, -ion, -ious, -ing, -ise, -ism, -ity, -ize, -less, -ly, -ment, -ness, -'s, -s, -ship, -y, -ward, -wise

Prefix:

a-, an-, ante-, anti-, auto-, circum-, co-, com-, con-, contra-, contro-, de-, dis-, en-, ex-, extra-, hetero-, homo-, hyper-, in-, macro-, micro-, post-, pre-, pro-, re-, sub-, tri-, un-, uni-

Conjunctions:

a, an, about, after, and, as, at, because, before, both, but, either, for, if, once, or, since, so, than, the, then, to, until, yet, while, when, with

Pronouns:

he, her, his, I, it, its, me, mine, my, our, she, that, their, theirs, these, they, those, you, your, we

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?



More Alternative Ways To...

Play the Blanks:

To add another layer of creativity, players can agree to allow additional Innuendo Card(s) or Edit Card(s) to be played at the end of a movie on a Title Card even if there's no blank. For example, for the Title Card "**A Good Day To _____ Hard**", a player could use the Innuendo Card "**All the Way**" at the end or use the Conjunction Edit Card to add "**Again**"—or both.

Use the Edit Cards:

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

Play the Final Hand:

Players may end the game with a Blockbuster Hand, where they aim to play all of their Innuendo Cards to fill the blank(s) on the Title Card. The catch is, their innuendo title must still make sense as well as be the funniest innuendo title they can create.

PLAY NAUGHTY!

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.

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