

None of Your_ Business

Rulebook

Number of Players: 2-5.

Contents: 44 Non-special (Item) Cards — 11 Briefcase Cards, 11 Papers Cards, 11 Pen Cards, 11 Phone Cards. 10 Special (People) Cards — 2 Hacker Cards, 2 Innovator Cards, 2 Manager Cards, 2 Mogul Cards, 2 Retailer Cards.

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3. Receive, pass, or check. If the target person has the exact cards that you asked for, they can give them to you. Or they can instead say, “None of Your Business” and they don’t have to give the cards. (If they don’t have the exact set of cards requested, saying “None of Your Business” is their only option.) *If you choose not to check*, you keep the cards you showed. Or *you can check their hand if they say “None of Your Business”!* You set aside your hand and ask to see their cards. They pass their hand to you, and you check to see if the set of cards you asked

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Game End

The game ends as soon as the last card is drawn from the deck. To win, you must have the most cards at the end of the game. Ties are possible!

Discarding

You may play sets of cards up to 2 times on your turn, but you must always keep at least one card in your hand to use when asking for cards. A set of cards consists of three non-special (item) cards or two special (person) cards.



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Setup

Shuffle the deck. *Starting number of cards:* For 5 people, deal each person 5 cards. For 4 players, deal each person 6 cards. For 3 players, deal each person 7 cards. For 2 players, first set aside the top 10 cards of the deck (don’t show them to anyone), and then deal each player 7 cards.

The oldest player goes first. Players go in a clockwise fashion.

Order of Play

1. Draw up. If you have less than the starting number of cards,

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for are in there: *If they do not have the exact set of cards that you asked for*, then you give them the cards you showed when you asked for cards. *If they do have the set of cards*, you show their cards to everyone and you get to keep their entire hand!

Important: You can only receive cards that you show (unless you’re using the Phones). Thus, if you show 1 Pen, your target only needs to give you 1 Pen. Likewise, if you check and your target does not have the cards, you only give the cards you showed, not your entire hand.



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You may discard sets of cards before asking for cards or after you have received, passed, or checked someone’s hand. You may discard once before asking and once after that part of the turn is done.

Unless a card says otherwise, you may *not* discard after someone says “None of Your Business” and before the asker checks or doesn’t.

When you play sets of cards, you gain the benefit described on the card. You may not play a set of cards that you could not get a benefit from or could not pay the listed penalty. See specific cards

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draw until you have that number. You can always have more than the starting number of cards. If you acquired a pair of the same special cards, reveal both of them and do the top ability on the card.

2. Ask! Choose another player. Reveal 1 or more cards from your hand. The cards you ask for can be the same or different. You can only ask for cards that you have. Ask if the chosen player has them. You **must** do this, but you can do it only once per turn. (Some sets of cards can change some of this; see individual cards for special rules.)

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When using the Phones, you may not ask for more cards than you have remaining in your hand after you discard the Phones.

4. Discard sets of cards (optional). Before asking or after you have received, passed, or checked someone’s hand, you can discard sets of cards to get abilities that can help you win. See “Discarding,” “Using and Discarding Special Cards,” and individual cards for more details.

5. End your turn. After all actions from obtaining special cards or discarding cards have been resolved, play passes to the next person.

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and “Using and Discarding Special Cards” for more details.

Playing sets and using the Hacker special cards are the only ways to discard cards.

Using and Discarding Special Cards



As soon as you get a pair of special cards (even if it’s your starting hand or you draw them), show everyone the pair of cards and then use the top (“obtain”) ability on the card. Then put the cards back in your hand.

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At any time after you get both special cards (including immediately after), you can discard both cards to activate the second (“discard”) ability.

Important: The “obtain” ability of special cards happens immediately and only once for each time a person gets those cards. See individual cards for specific rules.

For example, as soon you obtain both **Managers**, you show the cards to everyone and then choose up to 2 players and take a random card from each of them. Later, you may *discard* both Managers to draw 4 cards from the deck.

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Faster Game

If everyone in the group decides they want a faster, more cutthroat game, here's what to do: Instead of discarding only on your turn, *anyone* may now play sets of cards up to 2 times during any player's turn (yours or someone else's) except after a player says “None of Your Business” and before the asking player either checks or declines the check (unless you're using Briefcases). You may even discard sets of cards that someone has asked for — as long as you could gain a benefit from playing the cards;

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Credits

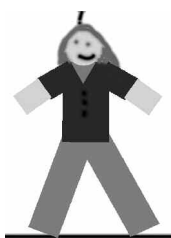
Sam Vrtismarsh: Game design, instruction writing, art, card layout, logo design.

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Q&A

Q: Can I discard 3 Briefcases to prevent a check that's forced by someone discarding 2 Innovators? (Or vice versa?)

A: Yes.

Q: If I'm prevented from checking one person's hand, can I ask another person for cards?

A: No. (With the “Faster Game” rules p. 13, you may discard 3 Pens or 2 Moguls to take another turn, if you have discards remaining.)

Q: In a two-player game, when taking random cards from another player, can I take cards from the set-aside ones?

A: Yes, but this is the only way you can use those cards.

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you have not said “None of Your Business”; or it's not because the Hacker or similar card is played.

Q: It's someone else's turn and I discard 3 Pens or 2 Moguls. What happens?

A: You take your turn at the end of their turn. Then play continues with the person who would normally take a turn after you. For example, you play three Pens during Person A's turn. After Person A is done with her turn, Person B should go next, but instead, you take your extra turn. After you are done, play continues with the person to your left.

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Glossary

Active Player: If it is your turn, you are the active player.

Check: When you look at another person's hand because they said “None of Your Business.”

Non-special Card: A card with a picture of an item on it.

Round: When all players have finished a turn, a round is completed.

Special Card: A card with a picture of a person on it.

Target: The person the active player chooses to ask for cards.

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Q: If someone asks me for a card type, and I have three of that card, can I play them for their special ability right after I'm asked for them?

A: Yes, as long as you could benefit from playing the cards and if you haven't said “None of Your Business” yet (unless you're discarding Briefcases) or if you aren't discarding cards because of the Hacker or another card.

Q: If I've discarded 2 sets of cards already and I want to discard 3 Briefcases to prevent a check on me, can I do that?

A: No, you used up your discards for the turn.

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None of Your Business

Overview of a Turn

1. Do you have the **minimum hand size**? If no, draw up to it.
 2. **Ask** one player for 1 or more cards. Then, the other player gives you those cards OR says “None of Your Business.” If you don't receive cards, you can either check their hand of cards or pass.
 3. Optional: You may **discard sets** of cards and use their ability up to 2 times.
 4. End your turn.
- Special (people) cards:* As soon as you get 2, show both and do their top ability.