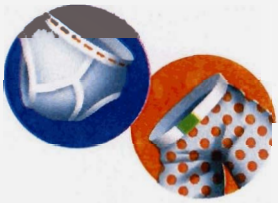


For 4 to 8 Players / AGE: ADULT

- **Does your best friend wear boxers or briefs?**
- **Who likes sloppy kisses?**
- **Do you talk to plants?**
- **Who wants to know where Sea Monkeys come from?**

Boxers or Briefs?™ is a hilarious party game that gets everyone laughing and revealing things about themselves. Need a warm-up? Everyone clap your hands, stamp your feet and yell "Boxers or Briefs" three times (just kidding). Everyone relax, and listen to the person who got stuck reading the rules.



OBJECT

Be the first player to collect 6 scoring tokens.

CONTENTS

200 Cards • 40 TRUE Scoring Tokens • 40 FUNNY Scoring Tokens • Storage Tray • Die • Label Sheet

THE FIRST TIME YOU PLAY

1. Remove the plastic from the card decks.
2. Detach the scoring tokens from the cardboard parts sheet.
3. Carefully apply one label to each side of the die. It doesn't matter which label goes on which side.
4. Discard all plastic and paper waste.

SETUP

1. Find the 20 "blank" cards in the card decks and place them out of play for now. More about these cards later.
2. Place the remaining cards in the tray, and place the tray in the center of the playing area so all players can reach.
3. Place all the TRUE scoring tokens in one of the storage tray's center pockets and all the FUNNY scoring tokens in the other.
4. Deal 7 cards facedown to each player to start.

PLAYING THE GAME

To determine who takes the first turn, decide who is the most talkative player. That player rolls first. Play then passes to the left.

Quick Start Rules

Here's all the info you need to get you playing. For a more detailed explanation of gameplay, see "Detailed Rules" below.

1. On your turn, you're the reader. Roll the die and announce the category rolled.
2. Each player (except the reader) selects a card from his or her hand and gives it to the reader. (For a 4-player game, each player selects 2 cards.)
3. The reader shuffles all the cards given and reads them aloud. Note: Read only the phrases for the category rolled.
4. The reader selects the card that is the most true (about the reader) and gives a TRUE scoring token to the person who admits to submitting it.
5. The reader then selects the card that is the most funny (about the reader) and gives a FUNNY scoring token to the person who admits to submitting it.
6. The reader discards all cards played in that round.
7. All players (except the reader) draw cards to replace the ones handed to the reader.
8. The first player to collect any combination of 6 TRUE or FUNNY scoring tokens wins.

DETAILED RULES

1. Roll the die and announce the category rolled.

During the game, each person takes turns being the one all the other players are talking about. This person is "the reader." The most talkative player (you decide who) will be the first reader. Then the role of the reader passes to the left.

The reader rolls the die and announces the category rolled. There are six categories:

I am **I like** **I want** **I don't** **I have**

I... (This one is the catchall category. It contains phases that simply start with I)

2. Each player (except the reader) selects a card from his or her hand and gives it to the reader.

Now everyone (except the reader) selects a card to play and places it in front of the reader. Select a card that relates to the reader and is true, or select a card that you think the reader will find funny.

For example, my brother Jeff is the reader and the category is *I have*. I know he is a moral guy so I could select my card that states, *I have morals*.

Four-player exception: In a 4-player game, players select two cards instead of one. They can be true, funny or any combination. It is possible for one player to have one of their cards selected as the most true and their other card selected as the most funny.

3. **The reader shuffles all the cards given and reads them aloud.**
   Make sure you can't tell who gave which cards. Read only the answers for the category rolled.

4. **The reader selects the card that is the most true (about themselves) and gives a TRUE scoring token to the person who admits to submitting it.**
   Sometimes, none of the submissions are true. If this happens, the reader must pick one anyway.

   Note: The reader may not select the same card he or she selected as the most funny.

5. **The reader then selects the card that is the most funny (about themselves) and gives a FUNNY scoring token to the person who admits to submitting it.**
   Sometimes, none of the submissions are funny. If this happens, the reader must pick one anyway.

   Note: The reader may not select the same card he or she selected as the most true.

6. **The reader discards all cards played in that round.**
   Create a discard pile next to the tray and place any used cards there.

7. **All players (except the reader) draw cards to replace the ones handed to the reader.**
   At the end of each turn, each player should always have 7 cards in hand. Cards can be drawn from any of the four card decks.

WINNING THE GAME

The first player to collect a combination of 6 scoring tokens (FUNNY or TRUE) wins. If there is a tie: Congratulations! You have two winners instead of just one.

THE 20 "BLANK" CARDS

Fill these out with your own answers and mix them in with the rest of the cards, or see "Creative Underwear" under Game Variations.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our Helpline on 00 800 2242 7276.

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GAME VARIATIONS

Here are some more wacky ways to play Boxers or Briefs. Variations are played exactly the same as the standard rules with the rules changes listed below each variation.

Long Underwear

Play until a player collects a combination of 8 scoring tokens (TRUE or FUNNY).

Skimpy Underwear

Play until a player collects a combination of 4 scoring tokens (TRUE or FUNNY). You may want to play this variation in a game that includes 8 players.

True and Funny Underwear

Play until a player collects at least 3 TRUE scoring tokens and at least 3 FUNNY scoring tokens.

Famous Underwear

The reader thinks of a famous person and, before the other players select cards, announces everyone will be talking about that person during this round. When reading the cards submitted, the reader must say: I am (famous person) and I... Then the reader picks the most true and the most funny as if he or she were that famous person.

Creative Underwear

This is a good way to get your blank cards filled out. At the start of the game, deal out all 20 blank cards and give each player a pencil. It doesn't matter if some players have more cards. All players neatly fill in their blank cards. Collect the cards, shuffle them and then re-deal them to all players. Players draw additional cards until each person has 7 cards.

Really Creative Underwear

In this variation, players do not use the cards. You'll need a pad of paper and a pen or pencil for each player. Give each player (except the reader) a blank piece of paper and a pen or pencil. The reader then rolls the die and all other players write their own sentence for the category rolled. For example, if my mom rolled *I am*, and I know she breeds cats, I could write *I am constantly covered in fur* to try to get a TRUE scoring token. The player to the left of the reader collects all the submissions for that round, shuffles them and reads them aloud in the following way: *My name is (the reader's name) and I...* The reader then picks a TRUE and a FUNNY statement and awards scoring tokens as described in regular gameplay. If two submissions are the same and they are selected as either true or funny, both players receive a scoring token. For the next rounds, you may reuse the same pieces of paper by simply crossing out previous submissions.

That's Not My Underwear

After the reader collects the cards, he or she draws 2 random cards and throws them into the mix. If the reader selects one of the random cards (no one claims it as theirs), no one receives scoring tokens for that selection.