

Quick Start Instructions

That's Not A Hat (3-8 players)

Setup:

- Shuffle the gift cards and **deal 1 card face-up to each player**.
- Place remaining cards **face-up** in a draw pile in the middle. This is the “**gift shop**”.
- Pay attention and try to remember the gift in front of each player! This will seem easy at first, but will get harder very quickly!

How to Play:

- Decide who goes first. On your turn, **take the top card from the gift shop**. Show this card to everyone, and then place it **face-down** in front of you.
- Pass this new card to the player next to you, following the **arrow** on the back of the card. As you give the gift, **identify it by saying “I have a nice ____ for you”**.
- The player receiving the gift now has 2 options:
 - 1. Accept the gift**
 - If you believe the gift was correctly identified, you should accept it. Say “thank you” and place this new card **face-down above** your ‘old’ gift card. You should now have 2 gift cards in front of you - a ‘top’ and ‘bottom’ gift.
 - Now it’s your turn to give away your ‘old’ gift (the bottom card closest to you). Pass it, following the arrow on the card, while announcing what it is.
 - Note: The first round will be easy because this old card will still be face-up. Turn it **face-down** before passing. Later on, all cards will be face-down, so it will get harder to keep track of everything!
 - 2. Refuse the gift**
 - If you think the gift was wrongly identified, you should refuse it.
 - Say “**That’s not a ____**”. You don’t need to correctly identify the gift.
 - Flip over the card to reveal the gift. Whoever was wrong (the giver or the receiver) takes the card as a **penalty point** and places it **face-up** in their **personal discard pile**. This player now draws a new gift from the gift shop. Show it to everyone, and then pass it **face-down** following the arrow.
 - Note: New gifts are only drawn from the gift shop after a player refuses a gift. These new gifts are always passed immediately.

Game End:

- The game ends when one player reaches **3 penalty points** (3 cards in their personal discard pile). Whoever has the fewest penalty points wins!