

# THE FAMILY ROAST

## OBJECT OF THE GAME

The goal of The Family Roast is to earn Brownie Points by answering questions, complete challenges, and make lighthearted guesses about each other. **The first player to reach 6 Brownie Points wins**, or if the Brownie Points deck runs out, the player with the most points wins!

## CONTENTS



2 Minute  
Timer



144  
Game Cards



56 Brownie  
Points Cards

## GAME INFO



3-12  
Players



30+  
Minutes



Ages 7+

## SCORING POINTS

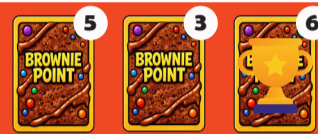
- ❖ Brownie Points are worth **1 point each** and are earned or lost based on the instructions on each card.
- ❖ Keep your Brownie Points in front of you so all players can see your score.
- ❖ If you lose a Brownie Point, return it to the pile.



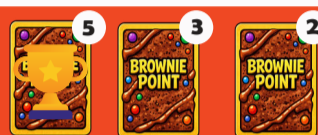
## HOW TO PLAY

- 1 Setup the Game** - Shuffle the deck and place it face down in the center of the table. Place the Brownie Point cards and sand timer within reach. **Each player starts with 1 Brownie Point.** Some cards may require writing, keep paper and something to write with nearby.
- 2 Choose a Starting Player** - The youngest player goes first. Play continues clockwise, with each player taking one turn.
- 3 Take a Turn** - On your turn, draw the top card, announce the category, and follow the instructions. Some cards involve answering questions, completing challenges, voting, or guessing. If a card is timed, flip the sand timer.
- 4 Earn (or Lose) Points** - Players earn or lose Brownie Points based on the instructions on each card.

## WINNING THE GAME



The first player to reach **6 Brownie Points** wins!



If the Brownie Points deck runs out, the **player with the most points** wins!



If there's a tie, the tied players flip over their Brownie Point cards to the playing card side and add up the values.

$$8 + 3 + 10 = 21$$

- ❖ Number cards = face value
- ❖ J, Q, K = 10
- ❖ A = 1
- ❖ Joker = -5

$$K + 10 + J = 30$$

The player with the **highest total** wins!

(If there's still a tie, rock paper scissors)

# FIVE WAYS TO STIR THE POT

## ROAST

- ❖ Roast cards ask "who" questions about the group. Players vote on who best fits the prompt.
- ❖ The cardholder reads the prompt aloud.
- ❖ **On the count of three**, all players **point** at the person they think best fits the prompt.
- ❖ Each player must point at one person and **may not point at themselves**.
- ❖ The player with the most votes earns 1 Brownie Point
- ❖ If there is a tie, all tied players earn 1 Brownie Point.

## FAMILY FUN

- ❖ Family Fun cards are quick activities, mini-games, or challenges for the group.
- ❖ **The cardholder should read the card to themselves first, then clearly explain it to the group.** Once everyone understands the rules, begin the activity.
- ❖ The cardholder leads the game and makes sure all instructions are followed.
- ❖ Some cards use the sand timer. If timed, flip the timer when instructed.
- ❖ Scoring is determined by the individual card. Some cards award Brownie Points, some take them away.

## MY WAY OR THE HIGHWAY

- ❖ My Way or the Highway cards ask players to guess which option the cardholder will choose.
- ❖ The cardholder reads the card aloud and secretly chooses one option.
- ❖ All other players choose which option they think the cardholder picked.
- ❖ On the count of three, **all players reveal their answers by holding up one or two fingers.** The cardholder then reveals their choice.
- ❖ Scoring is determined by the card.

## REMEMBER

- ❖ Remember cards are about the cardholder.
- ❖ Each card will be one of **two types**:
- ❖ **GUESS** - Other players try to guess something about you. Read the question and choose your answer before any questions are asked.
  - ❖ You may write it down to lock it in.
  - ❖ Players may ask yes-or-no questions and guess at any time.
  - ❖ You may not change your answer.
  - ❖ The round ends when a correct guess is made.
  - ❖ Scoring is determined by the card.
- ❖ **SHARE** - You share something about yourself. Read the prompt and respond. There is no guessing.
  - ❖ Scoring is determined by the card.

## HOUSE RULES

- ❖ House Rule cards introduce temporary rules that all players must follow.
- ❖ House Rules last for two turns.
- ❖ When a House Rule card is drawn, it becomes active immediately.
- ❖ **Draw another card — this does NOT count as your turn.**
- ❖ A maximum of 2 House Rules can be active at the same time. If a third is drawn, discard the oldest rule and replace it.
- ❖ If a player breaks a House Rule, they lose 1 Brownie Point (max 1 loss per rule, per turn).
- ❖ No Brownie Points are awarded for this category.

## FINAL NOTE

The goal of The Family Roast isn't just to win—it's to laugh, share stories, and enjoy time together. Keep roast playful and good-hearted, skip a card if needed, and make space for everyone to have fun.