

Game Instructions

OBJECTIVE Be the first player to **"Slip It In"** five times without getting caught. To successfully **"Slip It In"**, a player must say the phrase on their Slip during natural conversation. There is no time limit, so the game can be played over the course of an hour, a night, a weekend or an entire millennium!

SET UP Hand each player five Slips that all have random-ass phrases on them.



Each player reads through their Slips to memorize them but can keep them nearby or in their pocket to reference them at any time.

Place the game box out in a central location for players to discard used Slips into the discard slot.

HOW TO PLAY Players now attempt to slip their phrases into conversations.



A **Successful Slip** must last 30 seconds without anyone noticing. After the 30 seconds have passed, the player can announce **"I SLIPPED IT IN"** and show other players their Slip. The player then places the Slip back into the discard slot one Slip closer to winning the game.

A **Failed Slip** is when an opposing player calls out someone for trying to Slip It In within the 30 second timeframe and declares **"THAT WAS A SLIP"**. If the opposing player is correct, then the player that attempted the Slip must discard the unsuccessful Slip and draw a new Slip. As a reward to the opposing player for catching the Slip, they may swap out any of their Slips for a new one.

A failed callout is when an opposing player declares **"THAT WAS A SLIP"** and is not correct. As a penalty, the player with the failed callout must draw another Slip in addition to their remaining Slips.

The first player to successfully complete all of their Slips is the **Slip It In champion of the universe!**

A FEW GROUND RULES Only one opposing player in the game is required to hear your Slip for it to count. (Though it's way more fun to Slip It In on the whole group!)

Players may not text or write the Slips to someone. They must be audibly spoken. Spoken over the phone does count!

For the longer phrases, they do not have to be exactly word-for-word as long as you get the spirit of the Slip.

Can you...

SLIP IT IN

...to the conversation?



Art Direction by:
Anchor Creative Ltd

Art Production by:
Alena Lyons • Sophia Ricciardi

Slips Written by:
Peter Carroll • Eric Kozlowski
Gareth Breunlin • Joe Barron
Grant Lyon • Danielle Standing
Aly James • Chris James

Keep the party going with these other games
from **Gray Matters Games**



**The Game
of Wolf**



**You
Bet-Cha!**



**The Root Beer
Float Challenge**



**GRAY
MATTERS
GAMES**

BRIGHTEN YOUR PLAY

www.graymattersgames.com

Slip It In and Gray Matters Games logos are trademarks of Gray Matters Games, LLC