



Are you tired of seeing the same old pointless products being pitched by loud-mouthed guys on television? Do you yearn to hawk your own groovy gadgets? Well now you can!

With But Wait! There's More! you and - not 1, not 2, but up to 9 friends - will shill and sell some crazy contraptions in a crazy fun-for-all contest to see who has what it takes to be the best TV pitchman!

Here's How To Win!

Players have 30 seconds to perform a commercial for a crazy, one-of-a-kind product with absurd features. After three rounds, if you have the highest score, you win! It's so simple, anyone can do it!

You Get All This!

- 45 Product cards
- 5 Choose Your Product cards
- 150 Feature cards
- 60 Vote cards - for a 5 player game:
 - 15 valued 3
 - 15 valued 2
 - 30 valued 1
- 5 Company cards
- 1 Tell Us More! card
- 1 30-second timer
- 1 Rulesheet

Easy Setup for a 2-5 Player Game! (for a 6-10 player game, see Appendix)

- Each player takes a Company card of their choosing.
- Each player takes a number of Vote cards in each value depending on how many players are playing. Refer to the table to the right.
- Shuffle the Feature cards and deal three cards to each player. Place the remaining cards face-down in the middle of the play area.
- Shuffle the Product cards and place them face-down in the middle of the play area.
- The player with the nearest birthday takes the *Tell Us More!* card.

Number of Vote cards per player each round

	3 players/ teams	4 players/ teams	5 players/ teams
3 point card	0	1	1
2 point card	1	1	1
1 point card	1	1	2

You are now ready to play! The player to last buy something off TV or online is the Start Player!

Here's How to Play!

But Wait, There's More! is played in 3 simple rounds, each round consists of three easy phases:

- The Preparation Phase** - Players learn about the Product that they're going to pitch and select a Feature card from their hand. This will make up their pitch.
- The Pitching Phase** - Players pitch a Product to the other players that combine 1 Product card, 1 Feature card from their hand and 1 random Feature card drawn from the deck.
- The Voting Phase** - At the end of the round, players vote on each other player's pitch, assigning more points to the ones they liked the best using their Vote cards. This is all kept secret until the end of the game.

The Preparation Phase:

- The Start Player flips over a Product card. This is what each player will be pitching this round.

A note on Choose an Object Product cards:
If the Product card that is flipped over says "Choose an object..." then the Start Player must choose an object based on the directions on the card, and all players will pitch that object this round. If you've played the game numerous times, you can just use these 5 cards over and over again to come up with new Products to pitch!

- Each player looks at their Feature cards and chooses one and puts it face-down in front of them.
- Once every player has placed a Feature card face-down, you're ready to begin pitching!

The Pitching Phase:

- The Start Player begins when someone flips the timer over. The active player has a total of 30 seconds of air-time to pitch to the other players the Product that is face-up, combined with the Feature card that they selected from their hand.

Example: If the Product card said "Pants", then the active player could add the Feature card that is face-down in front of him that says "Now with room for 7!" and would therefore be pitching a new pair of pants that have room for 7!

- At some point in the first half of his pitch, the active player must state, "But Wait, There's More!" and flip over the top Feature card from the stack of face-down Feature cards, and then must incorporate that Feature into his pitch with his remaining time.

Example: Continuing from the example above, if the new Feature card that was flipped over was "Invulnerable" then that Feature would have to be incorporated into the Product that the active player is currently pitching. "Pants that have room for 7 - But Wait, There's More! These pants are also invulnerable! Now you'll all be safe from danger - at least from the waist down!"

- The player must stop talking when the timer runs out. Then the player to his or her left takes a turn at pitching the exact same Product, but adds their own Feature card that was selected during the Preparation Phase, and drawing a new Feature card.
- Continue Steps 1-3 of the Pitching Phase until each player has had a chance to pitch. But that's not all...

***Tell Us More!* card**

When another player's pitch is finished (but before the next player or the Voting Phase begin), the player with the *Tell Us More!* card may play it, forcing the player who just pitched to draw another Feature card at random and add it into their pitch for up to an extra 30 seconds.

After they have finished their pitch, they collect the *Tell Us More!* card for themselves and may play it on a future round.

The Voting Phase:

Once each player has pitched the Product, the Voting Phase begins:

- 1. Each player takes a number of Vote cards in each value for each round depending on how many players are playing. Refer to the table to the right.
- 2. Each player now secretly votes on which pitches they like the most by placing one of their Vote cards on each Company card other than their own. The Vote cards should be placed face-down.
- 3. Votes are kept secret until the end of the game.
- 4. After everyone has voted, this round is over. Clean up all the Product and Feature cards used this round by putting them in discard piles, the new Start Player is to the left of the previous one. Everyone replaces their Vote cards.

Here's that again:

Number of Vote cards per player per round			
	3 players/ teams	4 players/ teams	5 players/ teams
3 point card	0	1	1
2 point card	1	1	1
1 point card	1	1	2

The End of the Game:

After 3 rounds, it's time to tally up the scores!

- 1. Each player flips over all their Vote cards and adds them up.
- 2. The player with the highest score wins! If there is a tie, then the player with the most highest-valued Vote cards wins.

Example of Play

Set-Up

Billy, Vince, and Ron are playing. Each takes a Company card and they each draw three Feature cards.

Preparation

Billy is the Start Player and flips up a Product card: Trumpet. Each player now chooses a Feature card and places it face-down in front of him or herself. Billy looks at his Features and chooses "Collapsible". He plays it face-down in front of himself.

Pitching

Since Billy is the Start Player, he will do the first pitch. Vince flips the timer, and Billy launches into his sales pitch:

"Today we have a trumpet, but not just any trumpet: this one is collapsible! Don't you hate when your trumpet is getting in the way when you are biking down the street? I know I do! With Dr. Wakko's Whatcha-macallits' Super Collapsible Trumpets, you no longer have to worry about space inside your trumpet case - in fact, if they are fully collapsed, you can fit up to 6 trumpets all in ONE trumpet case!"

At this point Billy is about halfway through his 30 seconds and says: "BUT WAIT THERE'S MORE!" He draws a new Feature card off the top of the deck. The card says "Teeth Whitening". Billy continues:

"Did I mention that not only is this trumpet collapsible, but it whitens your teeth while you play?!? Every time you depress the front valve, a squirt of teeth whitener begins to work its magic on your teeth. With a push of the third valve, a clean blast of water washes away the whitener, to be emptied through the spit valve! This is truly a trumpet for the masses!"

Billy ends his spiel and it is now Vince's turn to pitch his version of a trumpet. Ron will wait patiently for his turn.

Voting

After everyone's pitches, the votes are given out. At the end of the game, everyone flips over their Vote cards. Billy accumulated 11 points, Vince got 10, and Ron got 6. Billy is the winner.

Appendix - Rules for a 6-10 player game

With more than 5 players, everyone will play with a partner instead of on their own. The game is played the same as the base game, with these exceptions:

Set-up

- Decide who will partner with whom. If there is an odd number of players, one player will play on their own like normal.
- Partners should sit next to each other.
- Each player gets 3 Feature cards, but partners cannot look at each other's cards.
- Each team gets one set of Vote cards as per the chart on the previous page.

Preparation

- Each player will select one of their Feature cards to be placed face-down in front of them. So not just 1 Feature card per team - but 1 Feature card per player will be chosen and placed face-down.

Pitching

- When pitching, each team must decide who will go first and who will go second. The player who has been chosen to go first starts the pitch. Around halfway through the pitch the player will say "But Wait There's More" and that player's partner will finish the pitch using the remaining Feature card that was selected during the Preparation Phase.
- Teammates must agree when to play the Tell Us More! card. The player who pitched first that turn continues the pitch.

Voting

- Each team must quietly decide how to distribute the Vote cards to the other teams, and then refresh their cards.

Credits

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