

Schitt's  
Creek®

Love  
That  
Journey  
PARTY GAME

AGES 14+  
3-8 PLAYERS  
20 MINUTES

## INSTRUCTIONS

### SETUP

- 1 Place the game board in the center of the play area.
- 2 Shuffle the Question cards and place them in a deck near the board—it doesn't matter which side is up.
- 3 Shuffle the Character cards and place them in a face-down deck below the board.
- 4 Each player chooses a mover, inserts it into a base, and places it on the **START** space on the board.
- 5 Give each player one Answer token and one Rose token. Return any extra movers and tokens to the game box.

The player who most recently watched an episode of Schitt's Creek takes the first turn.



LEARN TO PLAY WITH A QUICK VIDEO, OR CONTINUE READING THESE INSTRUCTIONS!



[funkogames.com/  
PlayLoveThatJourney](https://funkogames.com/PlayLoveThatJourney)

### OBJECT

Move along the path by guessing the other players' answers correctly. The first player to **FINISH** at the town sign wins!

### ON YOUR TURN

#### 1 DRAW A QUESTION CARD



If your space shows this symbol, flip two green Character cards from the deck. Place one on the **Left** slot and the other on the **Right** slot at the bottom of the board. Then look at the **Tête-à-Tête** side of the card.



If your space shows this symbol, look at the **Would I...** side of the card.



## 2 READ THE QUESTION OUT LOUD

Each question has two options: **Left** or **Right**.

- If you're reading a **Tête-à-Tête** question, the options are on the board.
- If you're reading a **Would I...** question, the options are on the card.

Make sure all players know which option is which.

## 3 ANSWER AND OTHER PLAYERS GUESS

First, you secretly answer the question however you choose! Place your Answer token with your chosen option face up in your palm, and close your fist to keep your answer secret.

Then the other players guess how you answered, placing and holding their tokens in the same way.



**EXAMPLE:** Lindsay would rather get a gift basket from Patrick than Ronnie, so she secretly places her Answer token with **Left** face up and closes her fist. Then the other players guess how Lindsay answered.

## 4 REVEAL AND MOVE

All players reveal their Answer tokens. Each player who correctly guessed your answer moves forward one space. If half, or more than half, of the other players guessed correctly, you also move forward one space.

Now is your chance to explain your choice! Tell the other players why you chose your answer. Other players are welcome to chime in and explain their guesses too!

## 5 DISCARD

Discard the Question card. If there are Character cards on the board, discard them too. If the Character deck is empty, shuffle the discard pile to form a new deck.

**NOW IT'S THE NEXT PLAYER'S TURN!**

## ROSE TOKENS

On another player's turn, if you are confident about which option they chose, you may place your Rose token under your Answer token when you make your guess.

**If you guess correctly:** Move forward two spaces instead of one!



**If you guess incorrectly:** Try to convince the active player why your answer is the right choice. If they agree, move forward one space!

Whether you guessed correctly or not, place your Rose token on the matching space near Rose Apothecary. When you land on or pass Rose Apothecary, you may take back your Rose token.

**Note:** You can only have one Rose token at a time. You can use it a maximum of twice per game.

## ENDING THE GAME

When one or more players land on the **FINISH** space, they win the game!

