KAH GAMES

OFFICIAL RULEBOOK

IN MY DEFENSE

The story is ridiculous. Explain yourself.

A PARTY GAME OF TERRIBLE SITUATIONS

THE STORY DOESN'T ADD UP.

3-8 PLAYERS | AGES 14+ | 10+ MIN

Card game

Simple games. Unforgettable moments.

THE GOAL

Everyone explains the same ridiculous situation. The Judge picks the most entertaining, convincing or ridiculous explanation, and that player scores a point. There are no right answers and no wrong answers. Only terrible situations and your best defense.

3	30	1
POINTS TO WIN	SECONDS PER DEFENSE	JUDGE EACH ROUND

WHAT YOU NEED

- The In My Defense deck
- 3 to 8 players, ages 14 and up
- A timer — a phone works

WHO'S WHO

- **The Judge** reads the card and picks the winner. They don't explain that round.
- **Everyone else** explains themselves.

SETUP

1. Shuffle the deck and place it face down.
2. Choose a player to be the first Judge.

FIRST TIME PLAYING?

Read the next page out loud once. After one round, everyone will have it.

A ROUND

Each round has one Judge. Everyone else explains themselves.

1 DRAW A CARD

The Judge draws the top card and reads it aloud.

2 EXPLAIN YOURSELF

Starting with the player to the Judge's left and going around the table, each player has up to 30 seconds to explain why it happened. The best story wins, so make it count.

3 JUDGE CHOOSES

After everyone has explained, the Judge picks their favorite explanation. That player scores 1 point.

4 PASS THE JUDGE ROLE

The player to the Judge's left becomes the new Judge. Start a new round with a new card.



EXAMPLE CARD

The Judge reads it aloud, the timer starts, and the player on their left gets the first defense. Was it an investment? A rescue mission? A misunderstanding at an auction? It's up to you.

WINNING

The first player to reach **3 points** wins the game.

OUT OF CARDS?

If the deck runs out, shuffle the discarded cards and keep playing.

WAYS TO PLAY

Try a variant once everyone knows the basics.

Variant

FAST MODE

Explanation time drops from 30 seconds to 15.

Variant

DEBATE MODE

After each explanation, other players may ask one follow-up question before the Judge decides.

QUICK REFERENCE

1 Judge draws and reads a card.

2 Each player defends for up to 30 seconds.

3 Judge picks a favorite: +1 point.

4 Judge role passes left.

First to 3 points wins.