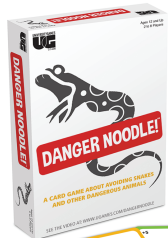


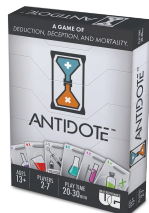
Ages 12+
2 or More Players



DANGER NOODLE!™
Card Game
Ages 12+

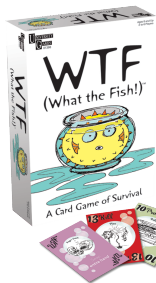


ANTIDOTE®
Card Game
Ages 13+



AUTOCORRECT™

TEXTING | GONE | ROGUE



WTF (What the Fish!)™
Card Game
Ages 8+



See our entire line of games and puzzles at: [ARE YOU GAME™ .COM](http://www.areyougame.com)

© 2020 University Games Corporation, San Francisco, CA 94110. Autocorrect is a trademark of University Games Corporation. All Rights Reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 31 Newington Green, Islington, London N16 9PU, UK. Retain this information for future reference. MADE IN CHINA. B012609 09/20

INSTRUCTIONS

CONTENTS

- 200 Autocorrect Cards
- 4 Guessing Boards
- 4 Dry Erase Markers

OBJECT OF THE GAME

Be the player with the most points at the end of 10 rounds by correctly deciphering the most Autocorrect Cards.

SET-UP

1. Shuffle the Autocorrect Cards and place them face up where all players can easily see and read the text on the Cards.
2. Deal a Guessing Board and Dry Erase Marker to each player. If playing with more than 4 players, additional players may either team up with another player or grab a pad of paper and a writing utensil.
3. Set a player's smartphone timer to 60 seconds. This will serve as the time limit for each round, and that player will act as timekeeper for the duration of the game.

HOW TO PLAY

1. To begin a round, the timekeeper starts the timer as all players read the top Autocorrect Card in the deck.
2. Players then race to decipher the incorrect text message on the Card and write down what they believe to be the correct text message on their Guessing Boards within 60 seconds.

(Note: Every text message on an Autocorrect Card has 2 words that have been replaced with incorrect words. It is the player's job to figure out what two words have been replaced and correct them.)

3. At the end of 60 seconds, all players must stop writing and share their answers with the group.
4. After reading all answers aloud, one player flips over the top Autocorrect Card in the deck to reveal the correct two words that were replaced in the text message.
5. Players score a point for identifying each autocorrected word and correctly guessing the right word. Players may use the back side of their Guessing Boards to keep track of the points they earn in each round.
6. Once all scores have been noted, the card is then placed in a discard pile. Once 10 cards have been discarded, the game is over.
7. To begin another round, the timer is reset to 60 seconds, all players clear their Guessing Boards, and play continues with all players again racing against the timer to decipher the text message on the next Autocorrect Card in the deck.
8. Play continues in this fashion for 10 rounds (*or 10 Autocorrect Cards*), with players deciphering Autocorrect Cards and scoring points for correct answers.

WINNING THE GAME

After 10 Autocorrect Cards have been discarded, players tally up their points on the backs of their Guessing Boards. The player with the most points at the end of 10 rounds is the winner.