

This is Not a Card Game

Ceci n'est pas un jeu de cartes.
A party game (sort of) for people.

Credits

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Introduction

This is not a card game, or it's barely a card game. It's especially not a particular card game that opposes humanity. Be creative, let your mind wander, and think of your dreams.

0. Setup

- a) In order to play, you will need not only this game, but a two-minute timer of some sort, some blank paper, and something to write with. We recommend a sand timer, letter sized paper cut in half, and pencils, but you can make your own decisions.
- b) You'll also need a few friends to join you.
- c) You may wish to have some kind of Marker to indicate who is the current Asker; choose an object that feels significant to you and is easy to pass from one person to the next.
- d) Separately shuffle the Query deck and the Answer deck. Deal 6 Answer cards to each player.
- e) Choose someone to be the first Asker in whatever way you think suitable.

1. Ask

Now you are ready to start the round. Each round one player is the Asker and the others are the Respondents. The Asker draws a card from the Query Deck.

- If the Query Card starts with "Respondents:" the instructions are for each of the Respondents to follow.
- If it starts with "Question:" the Respondents will be answering that question through their Answer Cards.
- If it starts with "Asker:" the Asker follows the instructions on it themselves.

2. Answer

For most Query Cards, the other players each choose one of their Answer Cards to use as an answer to the Query, and complete any tasks it lays out to the best of their ability.

When an Answer Card has a phrase in quotes, you'll usually read that text in response to the Query. If it has something in parentheses, use a phrase of your own creation based on the criteria on parentheses, or just read what's in the parentheses if you're feeling uncreative. If it has a picture, show it to the group or interpret it how you wish.

As the Asker, we encourage you to idly doodle while the Respondents are choosing or creating their responses.

3. Score

The Asker decides whose answer they liked best, and that player keeps the Query Card to represent a Point. It may be necessary for the Asker to ask the players who provided a particular answer. They ought to be honest, but they may not be. I cannot help you with that.

4. New Round

If you wish to continue playing:

- a) Place the Answer Cards that the players used in the discard pile.
- b) Anyone who has an Answer Card they detest or feel they cannot use can discard it, but only one per player per round.
- c) Anyone who has less than 6 Query Cards draws more until they have 6 again.
- d) If the Answer Deck runs out, shuffle the discard pile and place it face-down to be a new Answer Deck.
- e) The player to the Asker's left becomes the new Asker for the next round. If you are using a Marker to indicate it, pass it to the new Asker.
- f) Continue from Step 1.

5. Game End

If you finish a round and decide that you don't wish to continue playing, the game ends.

- a) The player with the most Points is the player with the most Points. If there is a tie, then there is a draw.
- b) Separate the Query and Answer Cards, and put them back into the box. Or don't.
- c) Do whatever you think best with the papers you used for the game. Burn them, recycle them, hang them up, eat them, put them in a drawer and forget about them, post them on the internet, etc.
- d) Now go make something original, or failing that play a good board game.