Chardee MacDennis: The Game of Games

RULES

The Game of All Games is a timed game for two teams during which players must ascend through three different levels by collecting cards. The first team to complete all three levels wins the game. The winner shall smash the game pieces of the other teams and mildly char the other team's flag as a prize.

Accoutrements:
Each team is allowed one game piece per player, a team name, and a team flag. Set up the game board in a neutral area.

The Timer:
After the Raising of the Flags is completed, the official game clock begins. 45 minutes is put on the clock.

Timer Stoppage: The timer stops for injuries and Pre-Level Breaks. Each team may also receive 3 time-outs, each one not exceeding 15 minutes, or the violating team (no matter who called the timeout) will forfeit a card from their most recent/current level, and must drink for 3 seconds.

How It's Played:
Choose a first player [team]. This is done by the dominant team declaring it first. At the start of a team's turn, the opposing team will draw a card from the appropriate round and read it aloud. The card will be resolved, and then it is the other team's turn. Keep alternating this way until game-end.

The goal of the game is to collect cards in order to advance through three levels and ultimately win the game, bringing heinous shame on the losers.

As your team advances (or recedes) along the game board, move the corresponding player pieces to the circle representing which level you are on.

The Cards:
In this game there are different types of cards: Challenge, Trivia, Puzzle, Artistry, or Chance. Some may be "All Play" cards, in which both teams may participate, and the winner will receive a card (without changing turn order), even if it involves a Level lower than your Team's current position.

While the goal of the game is to advance levels, it is possible to move back levels if cards are stolen from you through rules infractions (as detailed below).

Exhausted Card Supply: If the cards are exhausted from any level, then all teams still at that level automatically advance to the next level that is not exhausted. Teams who are at levels with unexhausted card supplies do not advance. Likewise, no team may move back to an exhausted level, and may stay where they are if they are in such a situation.

Any team who advances (or mustn't move back) due to this rule must be berated loudly for several seconds in recognition of their great shame and impotence.

Trivia Cards: If the active team passes or fails to answer correctly before the sand timer runs out, then the other team may answer to try and "steal" the card. Because Trivia Cards may be stolen, there should only be one designated reader per team in any given turn. If a team has a single player, then they are screwed, goddammit.

Note: Trivia cards may be entirely subjective, based on opinion, or even nonsensical. This is part of the game. There is no arguing against a card's answer. The card is always right.

Challenge, Puzzle, and Artistry Cards: If a team is successful at earning a card, the other team must take a drink. If a team fails to earn a card, the team must drink and gets nothing. If the materials for the cards are not available, the opposing team may set the card aside and re-draw. Puzzles have no time limits, unless specified on the card.

Victory:
The winner is the first team to complete Level 3, or the team that is furthest ahead (at the highest level) at the end of the 45-minute clock. If teams are tied at the same level, then the number of current-round cards decide the winner. If still tied, overall number of cards decides the winner.

If still tied, then the BLACK CARD is drawn.
The Levels:

1. **Ritual of Sportsmanship: Pre-Game Wine and Cheese Reception**
   This is a fancy time. Words of kindness and politeness, possibly spoken in a British accent, shall commence while indulging in wine and cheese. This is to give the illusion of respect for the other team. (Lasts 1 minute)

   Cell phones, tablets, computers, keys, and all electronic devices will be confiscated during this time.

2. **The Raising of the Flags: Display of Physical Prowess and Intimidation**
   Each team must march to their flags and raise them in a triumphant manner.

3. **The Game Begins**
   Begin the timer! It is time for the Game of Games to commence! Teams alternate drawing and executing cards until the first team reaches the next level. The first time a new level is breached (even if by just one team), a special Break is called.

4. **The Pre-Level 2 Break**
   Triggered only once by the first team to reach Level 2. The Timer stops. Civility reigns, and questions may be asked while the clock is stopped. Time to swap out drinks.

5. **The Pre-Level 3 Break**
   Triggered only once by the first team to reach Level 3. The Timer stops. Civility reigns, and questions may be asked while the clock is stopped. Time to swap out drinks.
Chardee MacDennis Essential Rules

1. Once the official game begins, **no player may ask any questions** while the clock is running, unless doing so is part of reading a card. However, you may look up unspoken questions in the rules and instructions.

   **PENALTY:** Each team member must drink for 3 seconds per single infraction.

2. **CHEATING** is a part of the game and is expected, but if you are **caught** cheating, you will be punished.

   **PENALTY:** The team who catches you advances to the next level automatically, while keeping their cards earned to that point. If cheating team is in the lead, the other teams may jump to that level (permitting a jump from Level 1 to Level 3). Cheating players should be harshly berated by the other team.

3. Players must show drawn cards upon demand. To refuse is cheating.

4. **TIME-OUTS** may be called by a player, so long as the game is not mid-challenge (or other card action). Each team is allotted 3 15-minute time-outs during the game, during which the clock stops, and all freedoms of movement and speech apply. All players may take part in the time-out. The phone/device ban shall still apply—no texting, photo posting, etc.

4b. **Injuries** instantly result in a special time-out lasting up to 10 minutes, and all players may treat it as a normal break with associated rules. There is no penalty for an injury time-out unless it is successfully determined that the player has faked this injury, and then the CHEATING penalties apply.

4c. **BATHROOM BREAKS** are only allowed during official time-outs as called by any given team, **not during pre-round civility.** Diapers are permitted, but any person soiling themselves to the extent that it is visible or smelly to other players must clean themselves up off the clock and go to JAIL.

   **PENALTY:** Any violation will result in loss of one card of current level, or if there are no cards for current level, then a card from the previous level (possibly moving your team back a level).

5. **Drink spillage:** If a glass or bottle is tipped over to the extent that the side of glass/bottle touches a horizontal hard surface (ie table or floor), then you have brought great shame upon your team Exception: If the glass/bottle/cup is used as an active part of a challenge. No penalty will apply in that case; you are just a boob.

   **PENALTY:** Everyone on the team whose drink was spilled must take a drink, and the player who knocked over the drink (no matter which team) must lap up most of it with their tongues. Hope you spilled on a clean surface!

6. **Refusal to Attempt/Answer a Card or Accept a Penalty:** We understand that there are a lot of fragile nutsacks out there, but there is a price to your great shame and cowardess.

   **PENALTY:** Players who refuse to attempt a card forfeit their most recently earned card, potentially moving the team back a level. Players who refuse to accept a penalty, go to JAIL. If you refuse to go to JAIL, your team immediately loses and the game ends.

7. **JAIL** is either a dog kennel, or a timeout chair, which a player must sit in, facing a corner/wall and feeling deep shame.

While physically in jail, a player **may not speak or make eye contact with others,** or there will be abuse from other players. The jailbird may not be set free during other players’ timeouts (though, for sanitary reasons, the jailbird may use one of their team’s designated timeouts for temporary release). The jailbird may not participate in any turns whilst in jail, and, if he/she is the only member of his/her team, the jailbird will lose all turns until released.

**RELEASE FROM JAIL:** The inmate has an opportunity for release from jail after one full turn in jail, and once each turn thereafter. To attempt to leave jail, a player rolls two D-6s (six-sided dice) at the start of the team’s turn, and if doubles are rolled, the prisoner is freed and may participate in that round.

After 3 rounds in jail, that player either must do one of the following:
- A.) Roll doubles (only one attempt)
- B.) Pay each player at least $5.00.
- C.) Sing and dance the full “I’m a Little Teapot” song, during which players may capture video/photos with their devices.

"Get Out of Jail Free" cards are available for trade, to either teammates or opponents. Or they may be given freely. Barter away. These cards are executable immediately and may result in player never setting foot in jail. Prisoners who want to barter for a "Get Out of Jail Free Card" must remember the rules of no eye contact or speaking once they have entered prison. Once said card is used, it is removed from the game.

8. **Cell phones** (and other similar devices--computers, tablets, etc.) have been confiscated during the Ritual of Sportsmanship. A cell phone may be retrieved and used without penalty if done for the purpose of a game card. It must immediately then be removed from the game area without unauthorized usage. A cell phone may also be used as a timer, but then only as a timer.

Unauthorized use of cell phones is considered CHEATING, even if done for so-called "innocent" purposes.
9. **Tardiness to Begin a Round**: When a round or a pre-round activity is set to commence, a player is considered “present” if they are in the same room with other players. **PENALTY**: If a player is late to return to the game, causing a most ungracious delay, the player must drink for three seconds and perform the chicken dance for the other players (photos and videos are permitted for this punishment).

10. **BOOZE REFUSAL & SHORTAGES**: If a player is unwilling or unable to drink wine, beer, or hard alcohol, or if the only potable versions of those have run out (whether in general or according to drinker preference), all players may reach a consensus on what is permitted for drinking. **For the hard alcohol round, mixers are allowed, and encouraged.** If your preferences/allergies, etc. are causing the ruckus, you should probably give everyone a gift. Right now. Anything. Give them a gift, goddamit!

No driving is permitted during the course of the game, so if you're out of booze, you're out of booze.

11. **FOOD**: Eating and drinking other beverages (water) is permitted during any point of the game. However, if you have movement restrictions, such as being a dog, these apply. You may acquire food or beverages at any point as long as it does not interrupt the flow of the game. In such cases, you must call one of your team’s times-out.

16. **NO VOMITING. This is the King of All Rules.** Vomiting is dishonorable, gross, and dangerous, so any such act during the game, or within 3 hours of the game will result in automatic loss of game, and at least one future or retroactive game loss. Therefore, it is more honorable to withdraw from the game before reaching a vomiting crisis, and thereby only taking a single loss, instead of multiple.