

Chardee MacDennis: The Game of Games

RULES of PLAY

OVERVIEW: The gang at Paddy's Pub brings you this Game of Games, in which 2 teams will battle to collect cards and progress through three different levels of alcoholic hell. The first team to complete all three levels wins and brings great shame and destruction upon the losers.

WHAT YOU NEED TO PLAY:

To start with, you need a homemade Chardee MacDennis game set, which some poor asshole will have made ahead of time. This should include:

- Homemade Game Board
- Custom Chardee MacDennis cards, shuffled and divided into their 3 levels
- A player piece and homemade flag for each team
- Puzzle Shirt Bag and Bag of Dialects and Voices
- The Black Card
- Other Basic Supplies: Blindfold, timer, several 6-sided dice, duct tape, a deck of playing cards
(If you want to know how to make all of this, visit KatieUsingWords.com for detailed instructions and pics.)

Then at game time, you may need any or all of the following supplies for challenges:

- Music player with large library of songs, headphones, eggs, set of Scrabble tiles, sand (or dry rice) in a bucket/bowl, pillows, shampoo flour, markers, crayons, paper, grapes, marbles, pencils/pens, cinnamon, quarters, blankets, sheets of stickers, and more

And don't forget the booze: Wine, beer, AND hard alcoholic drinks.

SET-UP:

- Set up the board in a neutral area with both game pieces on the circle labelled "**Level 1**".
- Choose a first player [team]. This is done by the dominant team declaring it first.
- Have the master timer ready, set to 45 minutes. The game lasts for no more than 45 minutes, not including stoppages, which will be frequent.
- Now begins your journey through the Levels (see "The Levels" below).

HOW IT'S PLAYED:

At the start of each turn, prep the beverage associated with the appropriate Level (wine, then beer, then hard alcohol—see "THE LEVELS" below). Teams must observe rituals as described below, and then the gameplay may commence.

The Opposing Team will draw a card from the appropriate Level's card stack (the current Level of the Active player) and read it aloud for the Active Team to resolve. If a Team collects enough cards to advance to the next Level, they should move their player piece to the next circle on the Game Board. Then it is the other team's turn. Keep alternating this way until the game ends.

VICTORY:

Victory is awarded to the first team to earn two "Level 3: Spirit" cards. If the 45-minute timer runs out, the team at the highest Level wins. If both teams are at the same Level, the team with the most current-Level cards wins. If still tied, then the BLACK CARD is unsealed and read aloud.

RESOLVING CARDS:

When an Opposing Team draws and reads a card for the Active Team, **if the Active Team is successful in answering/ conquering their card, they get to keep that card, and the Opposing Team must take a drink.**

Here are specifics on the different types of cards you'll encounter:

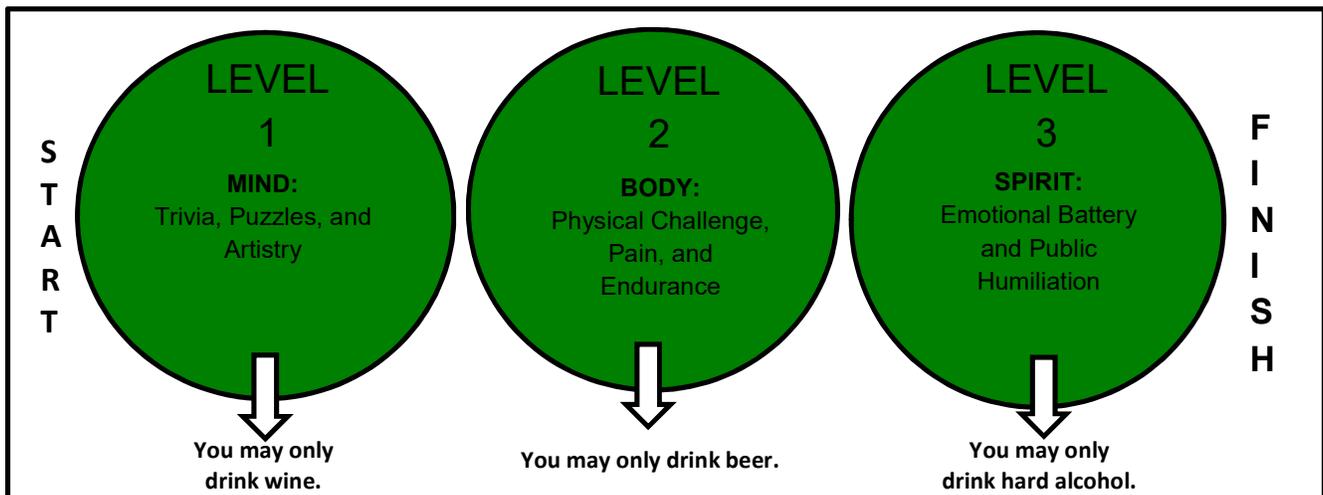
TRIVIA CARDS: Unless stated, there is no specific time limit on answering. If the Active Team fails to answer correctly in the allotted time, the Other Team may answer to try and "steal" the card. Because Trivia Cards may be stolen, there should only be one designated reader per team in any given turn. 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.**

ALL OTHER CARDS: 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.

EXHAUSTED CARD SUPPLY: If the cards are exhausted from any level, then all teams still at that level automatically advance to the next level. 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.

THE LEVELS:

What do all those cards do for you? They advance you in levels, dummy. And as you advance, different rules apply. Here's how the levels breakdown:



Collect 4 Mind Cards to advance to Level 2.

Cursing is no longer allowed for the rest of the game!
(INFRACTIONS: Timer stops and there is a 3-second drink penalty.)

Collect 2 Spirit Cards to WIN.

When each team begins Level 2, one player must draw from the Bag of Dialects & Voices and must **speak only in the associated voice for the rest of the round.**
(INFRACTIONS: Drink for 2 seconds each time.)

THE PROCEEDINGS:

Now you have the basics. It's time to learn the Order of Play:

1. PRE-GAME: Ritual of Sportsmanship, Wine and Cheese Reception

This is a fancy time. Words of kindness and politeness 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 not required for gameplay will be confiscated during this time.

2. PRE-GAME: The Raising of the Flags, Display of Physical Prowess and Intimidation

Each team must march to their flags and raise/display them in a triumphant manner.

3. The Game Begins!

Begin the timer! It is time for the Game of Games to commence! All Essential Rules are now in play (including no questions!).

The 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. For 10 minutes, 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. For 10 minutes, civility reigns and questions may be asked while the clock is stopped. Time to swap out drinks.

READY TO PLAY:

You know how to resolve cards, you know how and when to perform the ceremonies, and you know what to drink.

BUT, before you start, it is highly advised that players read the entire Essential Rules sheet (it can also be referenced at any time during the game). This is where you will find important rules and penalties that can make or break the entire game.

Print out the Essential Rules below, and for shit's sake, laminate them or they'll be disgusting and hard to read.

Chardee MacDennis:

THE 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 10-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 smellable 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/bottle/cup is completely tipped over on its side, 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 much 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. For sanitary reasons, the jailbird may use a timeout for temporary release. The jailbird may not participate in any turns whilst in jail.

SINGLE-PLAYER TEAM IN JAIL: If a team has only one player and he/she is in jail, the jailbird will lose all turns until released. This person may still draw cards and perform the duties for the other team's turn...but must do it physically from jail and may not make eye contact. If an All-Play is drawn for the Opposing Team's turn, the Jailbird may participate without physical limits, but only as a defensive move, for the jailbird may not collect a card while out on furlough. Therefore, victory will be achieved out of pride, and to prevent the Opposing Team from collecting a card. The jailbird must then immediately return to jail.

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. Or, instead of rolling, the player may pay \$1.00 into the victory pot and be instantly released.

After 3 rounds in jail, that player either must do one of the following:

- A.) Roll doubles (only one attempt)
- B.) Put \$2.00 into the victory pot.
- 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 completely 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 such a 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. THESE CARDS DO NOT COUNT TOWARD LEVEL PROGRESS.

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 3 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**, but don't be a wang and fill your glass with mostly Coke and then only a splash of rum—that would be considered **CHEATING**. 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 & WATER: Eating and drinking other beverages (water) is permitted during any point of the game, but may not substitute for required alcohol drinking (unless you somehow mind-vised people into buying your sob story about allergies or bad experiences with vodka. Jesus, woman up!). Remember, **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.

12. 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.**

13. The Victory Pot: If money has been placed into the Victory Pot, the winning team receives all of the money and must decide amongst themselves how to divide/steal it.

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