

R.I.P.: Researchers, Impact and Publishing Rules

How to play

You play with a minimum of 4 players – there is no upper limit but it is most fun with 6-8 players.

1. Draw or deal ten white cards each

You can only look at your own hand of cards. Leave the rest of the white “answer” cards and black “question” cards face down in separate stacks.

2. Turn over and read the first black card

Agree among yourselves the qualifications for first to start. That player starts the round by turning over the top card in the black “question” stack. Read the card aloud and leave it face up on the table. Whoever reads the black card is designated Card Czar; this will rotate with each round.

3. Have each player choose a white answer card

The Card Czar waits while all other players select one card from each of their hands. The goal is to pick the most (or, alternatively, least) appropriate answer to the black question card.

n.b. If a black card says “Pick 2”, choose two white cards from your hand. If a black says “Draw 2, pick 3”, draw two additional white cards to add to your hand before selecting three to use.

4. Read aloud the answer cards

Each player in turn now rereads the black answer card and the white cards together. Be prepared to justify your choice if challenged!

5. Choose the best answer

The Card Czar chooses their favourite answer to the question (using whatever criteria they wish). The player who played the winning card gets

one “Awesome Point”. The easiest way to track points is to give the black question card to the winning player. Set aside all white cards used into a discard pile.

6. Start the next round

Each player draws enough white “answer” cards from the unused pile to build their hand back up to ten cards. The person sitting to the Card Czar’s left becomes the new Card Czar, and a new black “question” card is drawn.
OR

The winner of the previous round now becomes Card Czar, and a new black “question” card is drawn.

7. Play until all questions used up then count black cards – the winner has the most.

This is a casual, non-competitive game, and people usually play until they get tired of it. For a more defined game, play until one player gets five points (or 7-10 for a longer game). Whoever has the most points at the end of the game wins.

tl;dr?

To start the game, each player draws ten White Cards. The first person to draw a Black Card is Card Czar. The Card Czar reads out loud the question or fill-in-the-blank phrase on the Black Card. Everyone else selects one (or more, as indicated) White Card to complete the Black Card.

Each player reads aloud their card combination (Black + White) for the group. Players should be prepared to justify or explain particularly appropriate (or inappropriate) choices... The Card Czar then picks their favourite play, and whoever submitted it gets one Awesome Point (and the finished Black Card).

After the round, a new player becomes Card Czar and everyone draws back up to ten White Cards.