



**CUTTING THROUGH THE BULLSHIT OF
TYPICAL GAME JOURNALISM TO
DELIVER ACTUAL HONEST REVIEWS.**

January 2nd, 2015

Two Player Version of Cards Against Humanity

For all you gamers and gamettes who got Cards Against Humanity under your tree this Christmas, you may be wondering when you'll get a chance to play it now that the holiday season and all its parties have passed.

While CAH is a total blast (It got a perfect 5 on the blast scale), it can be difficult to get together enough people who want to play. 6 or 8 friends at one time? Not bloody likely!

This version just requires you and your best mate to have a raucously good time. Give it a try with the cards in hand to get a feel for the gameplay.

Gameplay

Player A shuffles the black cards.

Player B takes any amount of white cards and shuffles them.

Player B takes two cards from the black pile. These should be blind selections done either by the Harris Method, the Duo-Cut Method, or any other random selection process.

Player A gives the stack of white cards two cuts then gives the pile to Player B.

Player A designates one of the two selected black cards as the initial target card.

Player B deals through the white cards, face down, and stops at any point they choose.

Player B then drops the initial target card, face up, on top of the stack they just dealt at the random location at which they stopped.

Player B then places the rest of the cards in their hand on top of the target card on the table. Then everything is picked up in preparation to be dealt again.

Player B deals the cards from the white stack again face down into a pile on the table stopping wherever they want.

Player B places the second target card face up onto the dealt cards, then places the rest of white cards on top of the second target card.

Player B spreads the cards in a row on the table and removes the two sets of face to face cards in the deck. (Each pair consists of one face-up black card with a face-down white card on top of it.

Set the rest of the cards aside

Turn over the white cards to see what word or phrase has been matched with the black target card.

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Since Player B has made all the selections so far including which black cards to use, which white cards to use, and how to match them up. Player A gets to place the “bet coin” under whichever of the two black cards he thinks is part of the best/funniest match. They do this while Player B’s back is turned.

Player B must turn around and assess which pair of cards they deem to be the best match.

If that is the same as the card with the “bet coin” under it, then Player A wins a point, if not Player B gets a point.

The cards from this round should be placed into a discard pile.

Now players shift roles and go into the next round.

Play goes until one person reaches the point threshold for the match which may either be 5, 10, or 15 points.

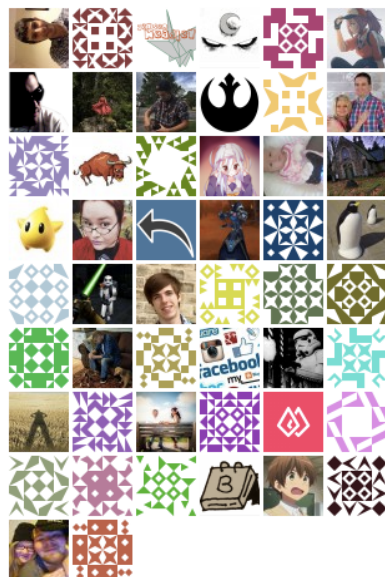
This would be classified as a “Cooperative-Honest” game since it requires honesty and cooperation by both players. It can also be played as a “Cooperative-Neutral” game. In this way, when Player A is placing the bet coin, he or she must consider if Player B is going to be honest or dishonest with their appraisal of which pair is the funniest. If they are able to anticipate Player B’s dishonesty, they will still win the point.

Have fun with this one gamers and gamettes!

If you want to give back to the site, the new t-shirts are in stock. They’re gamer grey and say, “Board gamers prefer to do it on a table with a lot of specific rules,” across the chest.

Until next time, this is Wolfboy saying... keep it on the table!

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