

RULES

What's in the box?

- Black Cards – 105 cards, each representing a question or fill in the blank phrase.
- White Cards – 435 cards, each representing an answer to the Black Card.
- Blank Cards – 10 cards. You can personalize the game by writing your own inside jokes, questions or fill in the blank phrase on the Blank Cards.

Disclaimer: We are not responsible for your cheap jokes. Please take in due consideration, the humour tolerating capability of others, before filling out these blank cards.

Basics

1. Select a player to be the first Judge.
2. The Judge deals Ten White Cards; face down, to each player (including him or herself).
3. The Judge picks a Black Card from the top of the Black stack, reads the Card aloud, and places it face up.
4. Players (except the Judge) choose the best possible White Card from their hand for the Black Card played by the Judge (To answer a Black Card with two or more fill in the blanks, each player plays their White Cards in combination to form a meaningful sentence.) Players pass their selected White

Card/Cards, face down, to the Judge.

5. The Judge shuffles all of the passed White Cards so no one knows who played which Card. (If two White Cards are submitted by each player, Judge needs to maintain the order of the Cards while shuffling.) The Judge reads aloud each Card combination in front of the group. For full effect, the Judge should usually re-read the Black card before presenting each answer.
6. The Judge then selects the Card which he or she thinks makes the funniest combination. The player of the selected White Card is awarded the Black Card played by the Judge.
7. To keep score, players keep the Black Cards they have won, with them, until the end of the game.
8. The Judge collects all of the White Cards played during that round and adds them back to the White stack.
9. Now, the role of the Judge is passed to the player on the right. The new Judge deals enough White Cards to bring each player's hand back up to ten.
10. Repeat steps 3-9 until your jaw starts to pain.
11. To end the game, the player with the highest number of Black Cards is declared the winner.

Alternate Rules

After you have played the basic game, try these variations -

Brainwashing the Judge

Players influence the Judge and offer their explanation why a particular combination is the best – either their own or a favourite choice. Players can create fake stories, scream or punch each other to get their choice selected by the Judge. It's fun to convince the Judge for completely irrelevant combinations. The Judge should promote a healthy discussion and must listen to every player's opinion. The final decision lies with the Judge and every player has to agree with it.

Caution: “Meri Harami Mami” is a tricky card. Be careful with the information you provide to the group while influencing the Judge.

Old Monk

The players, except the Judge and the winner, have to take a drink. The last survivor who is conscious enough to tell his or her grandmother's correct name will be declared the winner.

Send me Nudes

The Judge picks both winning and losing White Card. The winner gets the Black Card while the losing player loses the round, and an item of clothing. At any time you may buy back an item of clothing for 2 Black Cards.

Reset my Hand

At any time, players can get a new hand of Ten White Cards by trading their Black Card to the deck. If you win that

round you will receive both the Black Cards.

Tie Breaker

If the Judge can't decide between two White Cards, he or she may declare a Tie Breaker. In the event of a Tie Breaker, the player with a “BADI GAAND” wins the round.

Advice: Black Cards with I, mera, mujhe, meri etc. should be read from the Judge's point of view. For example, when the Judge reads “How did I lose my virginity?” It may be assumed that it is the Judge's sex life that is being described by the text on the White Card.

Note for Grammar Nazis: Hindi assigns a gender to inanimate objects. The form of the verb also changes with the gender of the noun. Ex- Beta, inhe dawa ki nahi _____ ki zaroorat hai. If you play the white card “Halka gunguna paani”, it sounds odd. Ideally it should be “Halke gungune paani” ki zaroorat hai. So, it is the responsibility of the Judge to change the gender of verbs, nouns as per the ki, ka, ke, words. The Judge can skip this step if the whole group believe in the magical powers of common sense.

Our Bullshit Philosophy

In India, we have a habit of taking our identities too seriously. We are identified with our religion, gender, socio-economic status, caste, profession, sex life, and political ideology and even with our nipple colour. When you die, you anyway are going to loosen the grip on everything. Therefore, through this stupid card game, we are trying to lighten your identity burden.

Laugh at it and let it go!!