



THE GAME WITHOUT DECENCY

Components:

- 360 The Game Without Decency Cards (Red Cards)
- 150 Scenario Cards (White Cards)

Object of the game:

The player with the most White Cards at the end of the game is the winner.

Setup:

1. Shuffle each deck separately and place them within easy reach of all players.
2. Each player is dealt 7 Red Cards.

How to Play:

The youngest player starts the game as a reader.

The reader draws a White Card and reads it aloud to all players. White Cards have one or two blanks that need to be filled in.

All other players fill in the blank or blanks secretly by passing 1 or 2 Red Cards from their hand, facedown to the reader.

The reader mixes up all of the Red Cards.

IMPORTANT: Pairs of cards need to be kept together, and it matters which card in a pair is read first. Place the card on top, that you want read first, and slide both cards in a stack to the reader.

The reader then shares each card combination by reading the entire sentence, each time with the Red Cards submitted.

The reader selects whichever Red Card(s) he feels is the funniest as the winner. The winner of the round receives the White Card.

The Winner of the round also becomes the new reader and starts the next round.

The Winner: Play as many rounds as you want. Whoever has the most White Cards at the end of the game is the winner.

