



A game similar to, but legally distinct from, several other black and white card games.

How to Play:

1. Each player draws ten (10) white cards.
2. One player (the judge) draws a black card and reads it out loud.
3. Each other player selects one (or two, or three!) white card(s) to fulfill the prompt and gives it/them to the judge face down.
4. The judge selects their favorite entry and gives that player the black card.
5. All players draw back up to ten cards in hand.
6. The next player becomes the judge.
7. Repeat steps 2-6.
8. The player with the most black cards at the end wins.

Basic Rules:

1. A player may discard their entire hand at any time to draw ten new white cards.
2. A player may discard one white card at any time, but must announce to everyone that they did not understand the reference.
3. If playing with a small group, a "ghost" player may be added with random draws from the pile.
4. The players decide when the game ends. They can play until one player has some set number of black cards or until they feel like stopping.
5. Drop pronouns or definite articles as needed to make the card combo results make sense when reading. Don't be too literal.

See more decks and information at:

<https://laurieneilsen.com/nerdsarresthugemanatees>