

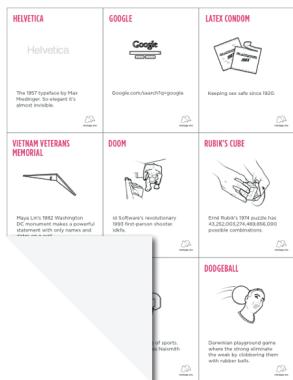
THE METAGAME PRINT & PLAY

PRINT THE CARDS

Print out the cards (pages 7 - 40 of this document), preferably in color on white cardstock (80lb or heavier).

PRINT THE BACKS (optional)

Print page 41 on the back of the opinion cards (the colorful cards on pages 30 - 40). This will make it easier to tell the two kinds of cards apart.



CUT THEM OUT

Using scissors or a fancy papercutter, cut out each card. If you have a corner rounder, use it to make your deck even nicer.

PRINT THE RULES

Finally, print the rules (pages 1 - 6) on regular paper.

CONNECT

Visit www.metaga.me for more info. Get social with The Metagame:

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THANKS

Special thanks to: Ida C. Benedetto, The CASS Group, Esopus Magazine, Shuangshuang Huo, Toni Pizza, Max Temkin, our playtesters, and most of all, our amazing Kickstarter backers.

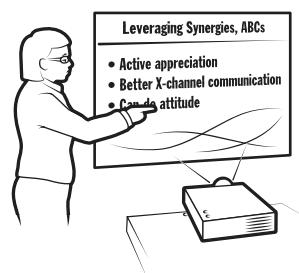
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Designed by Local No. 12:
Colleen Macklin, John Sharp & Eric Zimmerman

POWERPOINT

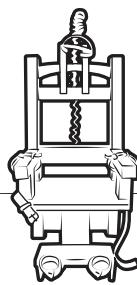


Making the comprehensible incomprehensible. Microsoft, 1990.



The Metagame.

THE ELECTRIC CHAIR



Adopted in the 1880s as a humane alternative to hanging. Harold P. Brown and Arthur E. Kennelly.



The Metagame.

THE SISTINE CHAPEL CEILING

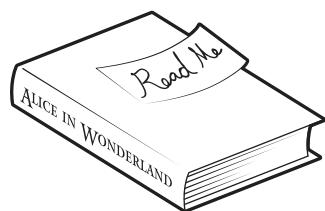


"Ouch, my neck." - Every tourist who spends too long looking up at Michelangelo's masterful 16th Century frescoes



The Metagame.

ALICE IN WONDERLAND

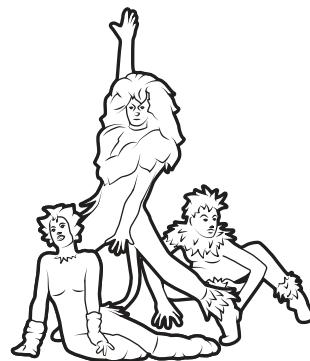


"We're all mad here." - The vanishing Cheshire Cat in Lewis Carroll's fantastical 1865 novel



The Metagame.

CATS



Singing felines in leotards. Andrew Lloyd Webber's 1981 Broadway smash.



The Metagame.

DODGEBALL



Darwinian playground game where the strong eliminate the weak by clobbering them with rubber balls. Circa 1900.



The Metagame.

NYC SUBWAY SYSTEM



At 209 miles, the most extensive and fragrant public transit system in the world. 1904.



The Metagame.

THE BIBLE



Either the direct word of god or written over a thousand years by a bunch of dudes. Accounts vary.



The Metagame.

RAY-BAN WAYFARERS

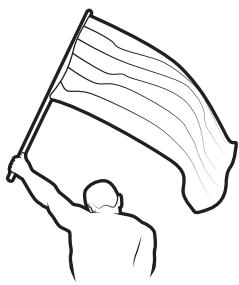


Raymond Stegeman's 1952 design set the standard for cool sunglasses. Not to be worn at night.



The Metagame.

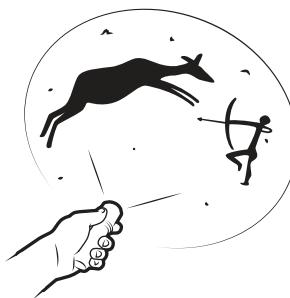
THE RAINBOW FLAG



The gay agenda's attempt to convert innocent young rainbows to an LGBTQ lifestyle. Gilbert Baker, 1978.

 The Metagame.

LASCAUX CAVE PAINTINGS



World's oldest graffiti. 17,000 BCE.

 The Metagame.

OPRAH



All hail the Queen of daytime talk shows. First broadcast 1986.

 The Metagame.

RENT



Five hundred twenty five thousand six hundred minutes. Jonathan Larson's 1996 musical about life and love in NYC takes up one hundred sixty five of them.

 The Metagame.

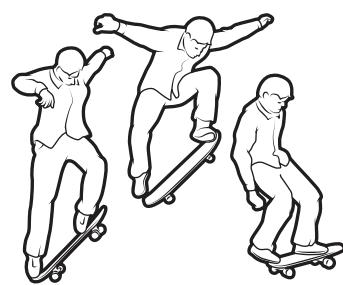
VIAGRA



Has been shown to make flowers stand up for more than a week. Pfizer's 1998 wonder drug.

 The Metagame.

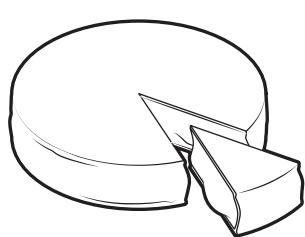
SKATEBOARDING



The perfect symbol for ~~punk anarchy extreme sports~~ suburban tweens. Invented 1940s.

 The Metagame.

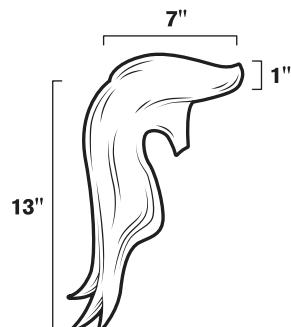
BRIE CHEESE



Pairs well with White Zinfandel and soft rock. Circa 8th century.

 The Metagame.

THE MULLET



1980s hairstyle. Business in the front, party in the back.

 The Metagame.

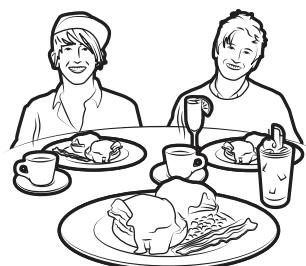
PLAYGIRL



Tasteful spreads, hairy chests, and scintillating interviews. Douglas Lambert, 1973.

 The Metagame.

BRUNCH



"By eliminating the need to get up early on Sunday, brunch would make life brighter for Saturday-night carousers." - 1st mention, 1896 *Hunter's Weekly*

The Metagame.

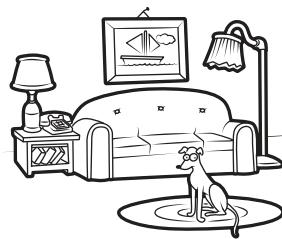
BASKETBALL



Team sport invented by James Naismith in 1891. No longer played with peach baskets.

The Metagame.

THE SIMPSONS



Matt Groening's 1989 animated series is the longest-running animated series on television. In a word, "eeexcellent."

The Metagame.

CITIZEN KANE



Orson Welles' critically acclaimed 1941 film about power, corruption and a sled named Rosebud.

The Metagame.

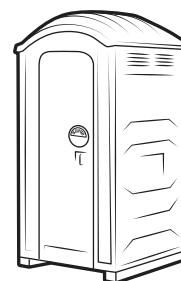
HAPPY BIRTHDAY



Every time you sing this song you are violating copyright law. Composed 1893, © Warner Music through 2030.

The Metagame.

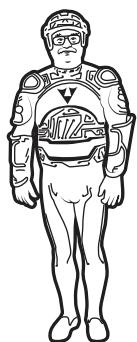
PORT-A-POTTY



Insert scatological joke here. First U.S. patent, George Harding, 1962.

The Metagame.

TRON



Don't you hate it when you fall into a computer and have to battle an evil Master Control Program? Steven Lisberger's 1982 computer science fiction film.

The Metagame.

PABST BLUE RIBBON



Heineken? Fuck that shit! Pabst Blue Ribbon!" - *Blue Velvet's* Frank Booth on the 1844 brew

The Metagame.

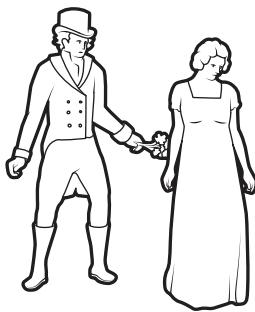
THE BROOKLYN BRIDGE



Makes New York City's 50 other bridges jealous. John A. Roebling, 1883.

The Metagame.

PRIDE AND PREJUDICE



Jane Austen's 1813 novel chronicles Elizabeth Bennet's coming of age in British polite society.
Featuring Colin Firth.



BED BUGS



Nature's teeny tiny vampires. First documented bite, 400 BCE.



DOOM



1993 videogame by id Software.
The grandaddy of all first-person
shooters - if your grandaddy
killed demons with a sawed-
off shotgun.

The Metagame.

THE LATEX CONDOM



Keeping sex safe since 1920.
Julius Fromm.

The Metagame.

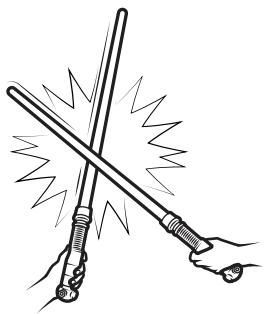
THE NEW YORK TIMES



The Gray Lady has been the
paper of record since Henry
Jarvis Raymond founded it
in 1851.

The Metagame.

THE STAR WARS FRANCHISE



George Lucas' epic 1977 space opera
film series gave us Luke Skywalker,
R2D2 and enough action figures to
fill a Death Star.

The Metagame.

WOODSTOCK



1969 music festival that brought
together hippies, bikers and
dropouts for three days of mud,
love and music.

The Metagame.

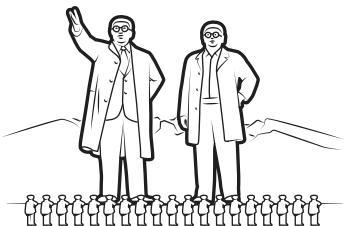
THE STATUE OF LIBERTY



Symbol of America's freedom
and democracy. Imported from
France. Frédéric Auguste
Bartholdi, 1886.

The Metagame.

NORTH KOREA



What happens in North Korea
stays in North Korea. 1948,
Kim Il-sung.

The Metagame.

THE AMERICAN FLAG



Letting it touch the ground is a
patriotic faux pas. Burning it is
still legal. First designed 1777.

The Metagame.

BARBIE DOLL



"She was blonde, she was free and
she was fun." - Catherine Malandrino
on the controversial doll, invented
by Ruth Handler, 1959

The Metagame.

THE INTERNET



The world belongs to the Internet. We just live in it. First transmission, 1969.



The Metagame.

COSMOPOLITAN



"Slip a glazed doughnut around his penis and nibble it off."

- Advice from the magazine, founded in 1886



The Metagame.

I LOVE NY

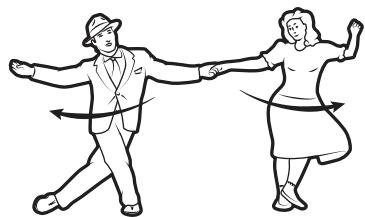


Everybody loves Milton Glaser's iconic 1977 logo. Except actual New Yorkers.



The Metagame.

SWING DANCING



After we frisk the whiskers, we'll bop on down to the juke joint for some jumping and jiving. Circa 1920s.



The Metagame.

PARIS

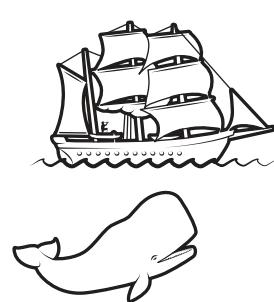


"In Paris you're always surrounded by French people." - David Sedaris on the city, founded 12th century



The Metagame.

MOBY DICK



A novel narrated by a seaman obsessed with a sperm whale named Moby Dick. 1851, Herman Melville.



The Metagame.

THE SOPRANOS



Mobster therapy for TV. 1999 series by David Chase.



The Metagame.

THE BIG MAC

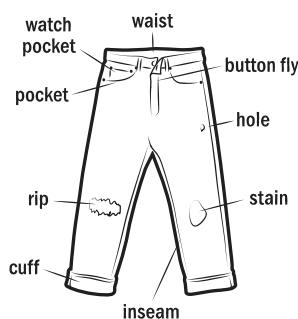


Iconic 1967 McDonald's burger. Two all-beef patties, special sauce, lettuce, cheese, pickles and onions on a sesame seed bun.



The Metagame.

LEVI'S 501 JEANS

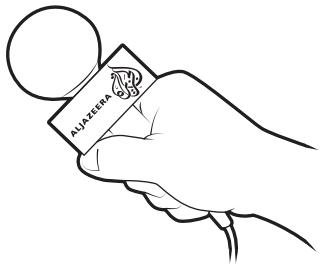


140 years of denim, rivets and the hard-to-button button fly. 1873, Levi Strauss & Jacob Davis.



The Metagame.

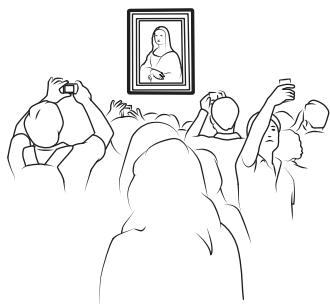
AL JAZEERA



"The opinion and the other opinion." - Tagline for the 1996 Qatari news network

The Metagame.

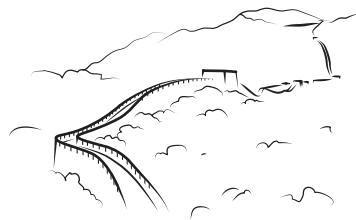
THE MONA LISA



Leonardo da Vinci's 1506 portrait: the world's most mysterious smile.

The Metagame.

THE GREAT WALL OF CHINA



13,000 miles of neighborly fence. 7th Century BCE.

The Metagame.

LIKE A VIRGIN



Madonna's 1984 pop album celebrated her Catholic upbringing. For the very first time.

The Metagame.

THE MUPPET MOVIE



"Someday we'll find it, the rainbow connection, the lovers, the dreamers, and me." - Kermit the Frog in Jim Henson's original Muppet film, 1979

The Metagame.

POKER



"You gotta know when to hold'em, know when to fold'em..."
- Kenny Rogers' thoughts on the gambling card game, first documented 1829

The Metagame.

POST-IT NOTES



Before Art Fry's 1974 invention, sticky paper was only good for catching flies.

The Metagame.

CAMPBELL'S SOUP CANS



A can of Campbell's soup: 99 cents. Andy Warhol's 1962 series of paintings: \$15 million.

The Metagame.

WORLD OF WARCRAFT

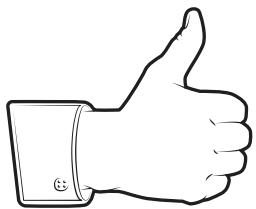
Leeroy
<PALS FOR LIFE>



Blizzard's definitive 2004 massively-multiplayer online role-playing game. Horde or Alliance?

The Metagame.

FACEBOOK



The world's most popular social network. Founded in 2004 by Mark Zuckerberg and some guys that now hate his guts.



The Metagame.

GRIMM'S FAIRY TALES



Jacob and Wilhelm Grimm's catalog of Freudian madness and childhood terrors. First published in 1812.



The Metagame.

THE ELECTRIC SLIDE



Ric Silver's 1976 dance craze. Wedding receptions would never be the same again.



The Metagame.

SEINFELD

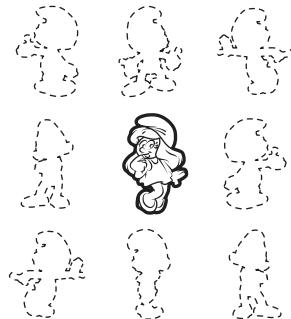


A show about nothing. (Not that there's anything wrong with that.) Larry David and Jerry Seinfeld's long-running sitcom, 1989.



The Metagame.

SMURFETTE



If you're a Smurf, you can be Brainy, Greedy, Lazy, Jokey, Grouchy, or... Smurfette. Toy character by Poyo, 1958.



The Metagame.

STARBUCKS COFFEE



By the time you finish reading this, another Starbucks has probably opened. Founded 1971, Jerry Baldwin, Gordon Bowker and Zev Siegl.



The Metagame.

AMERICAN GOTHIC



Man, woman and pitchfork. Just as god intended. Painting by Grant Wood, 1930.



The Metagame.

AK-47 ASSAULT RIFLE



Easy to use, cheap to produce and great brand recognition. Plus it kills people. Mikhail Kalashnikov, 1947.



The Metagame.

GOOGLE

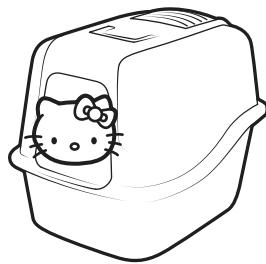


google.com/search?q=google
Sergey Brin and Larry Page, 1998.



The Metagame.

HELLO KITTY



The cat that defined cute.
Correction: the kid in a cat suit
that defined cute. Yuko Shimizu's
brand character, 1974.



THE THUNDERDOME



"Two men enter, one man leaves."
- Fictional architecture from
George Miller and George
Ogilvie's film *Mad Max Beyond
Thunderdome*, 1985



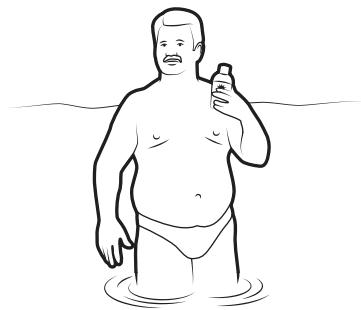
SGT PEPPER'S LONELY HEARTS CLUB BAND



Lucy in the Sky with Diamonds is
absolutely not a reference to LSD.
The Beatles' classic album, 1967.



SPEEDO BATHING SUIT



Less is not always more. Men's
swimsuits from Alexander
MacRae's company, 1928.



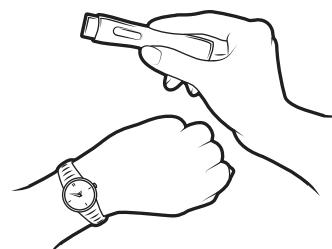
ACTION COMICS #1



Superman's first appearance.
Original price: 10 cents. Now
worth \$2.16 million. DC Comics,
1938.



THE HOME PREGNANCY TEST



Want to see the future? Pee on
a stick. Judith Vaitukaitis and
Glenn Braunstein, 1977.



RIVERDANCE



The 1994 Irish dance phenomenon
that brought fancy footwork and
flouncy blouses to the world.



PROFESSIONAL WRESTLING



Soap opera or sporting event?
You decide. Athletic spectacle,
originated circa 1830.



PSYCHO



After Hitchcock's 1960 cinematic
thriller, the phrase "shower scene"
would never be the same again.



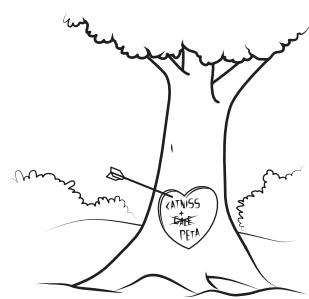
DIANETICS



L. Ron Hubbard's bestselling 1950 self-help book that shaped Scientology. (Snarky joke withheld for legal reasons.)



THE HUNGER GAMES



2008 young adult book series by Suzanne Collins, featuring teenage death matches, evil game designers and sweet, sweet first love.



HIGGS BOSON

Drawn to scale

A subatomic particle with positive parity and zero spin, not to be confused with politicians. Discovered 2012.



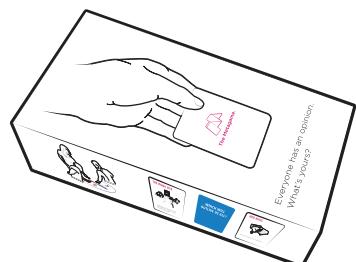
THE WHITE HOUSE



James Hoban's 1800 presidential mansion is redecorated every four to eight years, based on prevailing popular tastes.



THE METAGAME



This. Local No. 12, 2015.



THE SUPER BOWL



Advertisements and a halftime show with a bit of football in between. The National Football League's annual championship, since 1967.



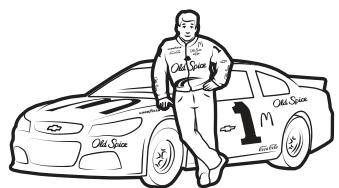
DAS KAPITAL



In his 1867 book, Karl Marx postulated that capitalism exploits labor. Later proven true by John Maynard Keynes, Ronald Reagan and Walmart.



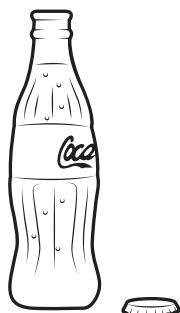
NASCAR



60% of NASCAR fans are men.
79% are white. 100% like cars that
go fast. The National Association
of Stock Car Racing, founded
by Bill France, Sr. 1948.

The Metagame.

COCA-COLA



Bubbly caffeinated caramel-
colored sugar water. Just like
nature intended. The Coca Cola
Company, 1886.

The Metagame.

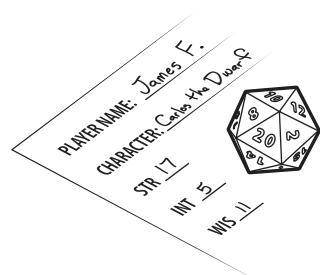
THE CABBAGE PATCH



1987 dance craze involving
circular fist-churning. Transitions
into a Running Man or an Alf.

The Metagame.

DUNGEONS & DRAGONS



Groundbreaking 1974 role-playing
game by Dave Arneson and Gary
Gygax. Nice charisma.

The Metagame.

MEDICAL MARIJUANA



Side effects may include dry
mouth, loss of short-term
memory and dry mouth.
First legalized in the US, 1996.

The Metagame.

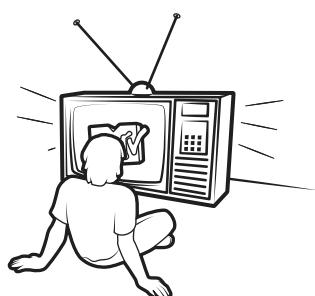
THE MUSTACHE



Timeless icon of ironic masculinity.

The Metagame.

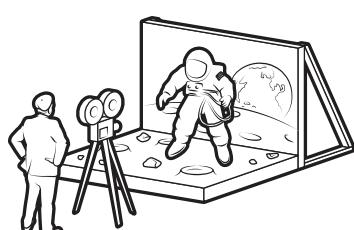
MTV



First video killed the radio star.
Then reality TV killed music
videos. Robert W. Pittman, first
broadcast 1981.

The Metagame.

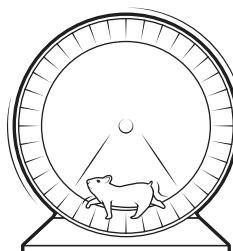
THE MOON LANDING



"One giant leap for mankind."
Because giant leaps are
SO HARD in low gravity.
NASA, 1969.

The Metagame.

HAMSTER WHEEL



Rodent exercise machine or
metaphor for modern life?
Circa 1949.

The Metagame.

THE THEORY OF RELATIVITY



Mass is energy. Space is curved.
Mind is blown. Albert Einstein,
1905 (Special) and 1915 (General).



The Metagame.

THE LORD OF THE RINGS



How do you say “genre-defining”
in Elvish? J.R.R. Tolkien’s influential
1954 literary fantasy trilogy.



The Metagame.

THE NUTCRACKER SUITE



When sugar plum fairies were sugar
plum fairies and nutcrackers were
nutcrackers. Tchaikovsky’s 1892
ballet.



The Metagame.

ANY CELINE DION SONG

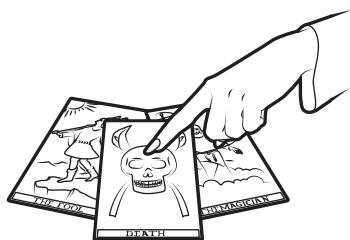


From boundless optimism to
unquenchable hope, they
cover the entire emotional
range. First single 1982.



The Metagame.

TAROT CARDS



Playing cards, 15th Century.
Divination tool, 18th Century.
Now a revenue stream for your
neighborhood psychic.



The Metagame.

A COSMOPOLITAN



Vodka, triple sec, cranberry juice,
and lime. Plus a dash of hangover.
1970s.



The Metagame.

THE OLYMPIC GAMES



Every four years, the world
settles its differences with
Curling, Dressage and
Synchronized Swimming.
First modern games, 1896.



The Metagame.

FOX NEWS

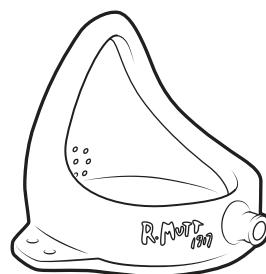


“Fair and Balanced.” Roger Ailes,
first broadcast 1996.



The Metagame.

FOUNTAIN

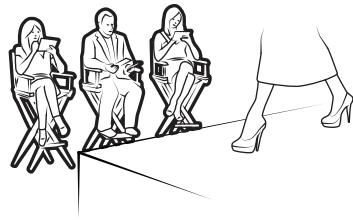


In 1917, Marcel Duchamp shocked
the world by exhibiting a urinal
as art.



The Metagame.

PROJECT RUNWAY



Fashion reality TV series created by Eli Holzman in 2004. Like a cooking show for clothes.



The Metagame.

THE SCREAM



Art is terrifying. Edvard Munch's expressionist masterpiece painting, 1895.



The Metagame.

DISNEYLAND



Adventureland, Frontierland, Fantasyland, Tomorrowland. One mouse to rule them all. Walt Disney, 1955.



The Metagame.

WONDER WOMAN



Wonder Woman conquered comic book Nazis in the 1940s, but couldn't escape cheesy TV in the 1970s. Elizabeth and William Marston, 1941.



The Metagame.

ENRON



Taking creative accounting to new heights. Scandal-ridden American energy corporation, 1985-2004.



The Metagame.

COMIC SANS



Vincent Connare's typeface is the business casual of fonts.



The Metagame.

THE LITTLE BLACK DRESS

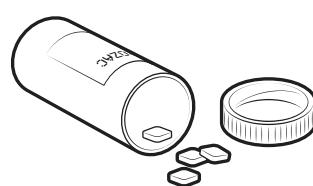


One dress, every occasion. Coco Chanel, 1920s.



The Metagame.

PROZAC

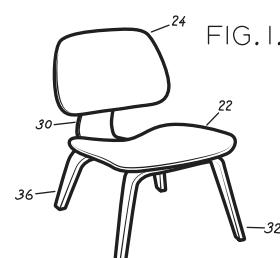


Cure for the common life. Eli Lilly and Co., 1987.



The Metagame.

EAMES LOUNGE CHAIR WOOD

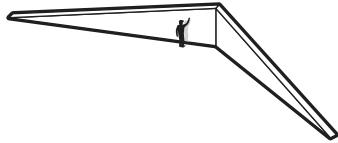


The elegant 1946 plywood chair by Charles and Ray Eames was meant to democratize design. Too bad you can't afford one.



The Metagame.

THE VIETNAM VETERANS MEMORIAL

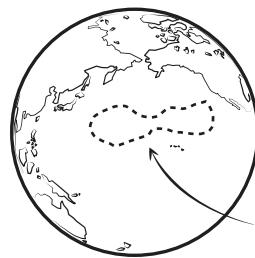


Maya Lin's 1982 Washington DC monument makes a powerful statement with only names and dates on a wall.



The Metagame.

THE GREAT PACIFIC GARBAGE PATCH

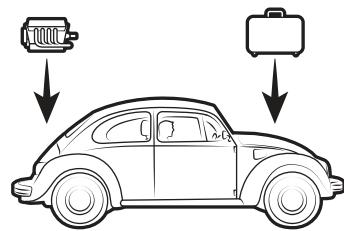


A continent-sized soup of plastic debris. Not humanity's proudest moment. Discovered 1997.



The Metagame.

VW BEETLE

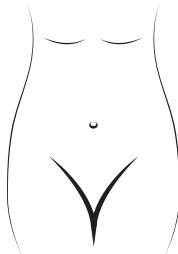


Commissioned by Hitler, loved by hippies. Volkswagen, 1938.



The Metagame.

THE VAGINA MONOLOGUES

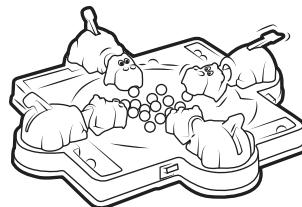


Eve Ensler's 1996 feminist play including these monologues: My Angry Vagina, Reclaiming Cunt and Because He Liked to Look At It.



The Metagame.

HUNGRY HUNGRY HIPPOS

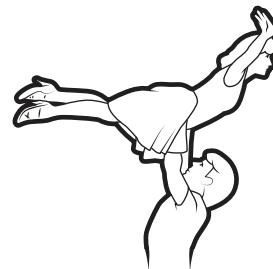


"It's a race. It's a chase, hurry up and feed their face!" - Jingle for Fred Kroll's 1978 game



The Metagame.

DIRTY DANCING

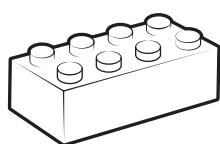


"Nobody puts Baby in a corner!"
- Patrick Swayze in Emile Ardolino's 1987 coming-of-age film



The Metagame.

LEGOS

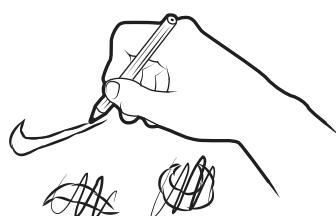


There are 62 Lego bricks for every living person. Ole Kirk Christiansen's construction toy, patented 1958.



The Metagame.

THE NIKE SWOOSH

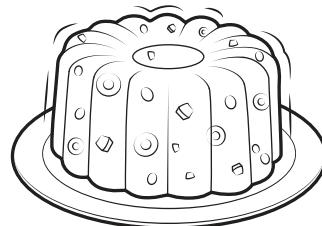


Carolyn Davidson's 1971 logo, synonymous with speed, elegance and the corporatization of sport.



The Metagame.

JELL-O



A fun dessert extracted from boiled bones, connective tissues and other animal products. Kraft, 1845.



The Metagame.

**COMPLETELY
INAPPROPRIATE.**



The Metagame.

SHINY.



The Metagame.

FILE UNDER



The Metagame.

PURE EVIL.



The Metagame.

**WHICH KICKS
THE MOST ASS?**



The Metagame.

**BEST EMBODIES
THE SIN OF**



The Metagame.

**WHICH IS
IMPOSSIBLE
TO UNDERSTAND
WITHOUT EXPERT
GUIDANCE?**



The Metagame.

**EVIDENCE THAT
OUR SOCIETY IS
ALL SCREWED UP.**



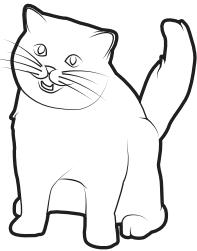
The Metagame.

**WHICH SAYS
MORE ABOUT
GENDER?**



The Metagame.

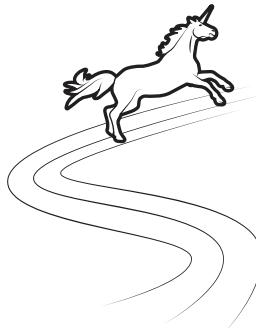
LOLCATS



2007 meme proving once and for all that cats are funnier than dogs. On the Internet.

The Metagame.

UNICORNS



The narwhal of the forest. First recorded mention 390 BCE.

The Metagame.

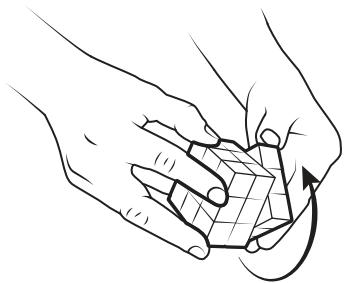
VOGUE



The devil wears Prada and definitely reads *Vogue*. Magazine first published by Arthur Turnure in 1892.

The Metagame.

RUBIK'S CUBE



Ernő Rubik's 1974 puzzle has 43,252,003,274,489,856,000 possible combinations.

The Metagame.

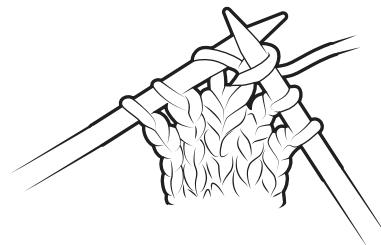
HEROIN



H. Smack. Horse. Brown. Black. Tar. First synthesized 1874.

The Metagame.

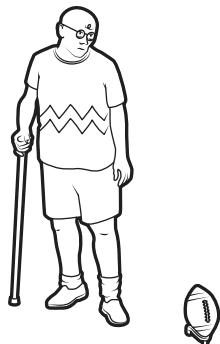
KNITTING



A sewing technique from 3rd century Egypt. Now used mostly for iPhone cozies.

The Metagame.

PEANUTS



Charlie Brown, existential philosopher. Charles M. Schulz, classic cartoonist. 1950.

The Metagame.

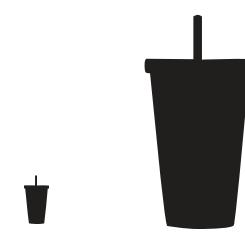
CROCS



"It looks like a plastic hoof. How can you take that seriously?"
- Tim Gunn on the ubiquitous 2002 foam shoe

The Metagame.

BIG GULP

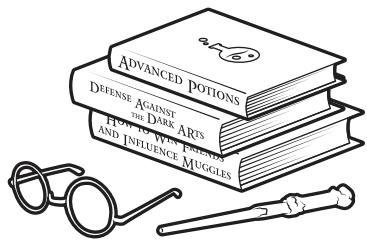


Fountain Drink, 1955 (7 oz.) Big Gulp, 2014 (128 oz.)

More liquid than the human stomach can hold. 7-Eleven, 1980.

The Metagame.

HARRY POTTER



J.K. Rowling's book series in which young wizards learn life lessons and battle trolls. First conjured in 1997.



The Metagame.

DOC MARTENS 8-EYE BOOTS

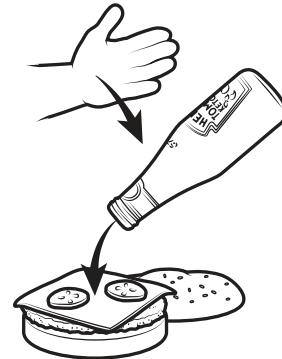


What well-dressed skinheads, grunge rockers and postal workers have in common.
Klaus Märten, 1947.



The Metagame.

HEINZ KETCHUP

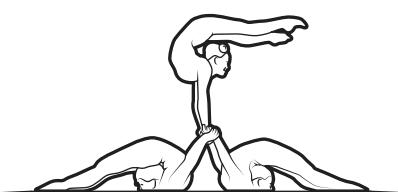


Condiment with a bottle exit speed of 0.0125 miles per second.
Henry John Heinz, 1869.



The Metagame.

A CIRQUE DU SOLEIL SHOW



This Canadian troupe dresses up circus traditions from around the world in colorful spandex outfits. Founded 1984.



The Metagame.

TWITTER

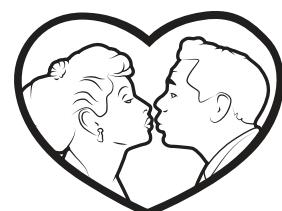


#microblogging #2006 @Jack



The Metagame.

I LOVE LUCY



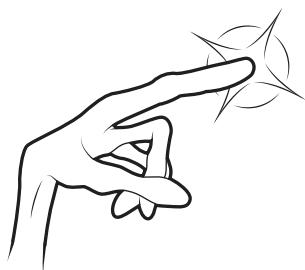
"Instead of divorce lawyers profiting from our mistakes, we'd profit from them."

- Lucille Ball on the television-defining 1951 sitcom



The Metagame.

E.T. THE EXTRA-TERRESTRIAL



The story of a lost alien and his delicious Reese's Pieces. Stephen Spielberg's heartwarming film, 1982.



The Metagame.

ANY JOURNEY ALBUM

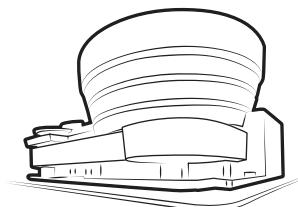


1973 rock band. Don't stop believin'.



The Metagame.

THE SOLOMON R. GUGGENHEIM MUSEUM



Frank Lloyd Wright's iconic 1959 museum is an inspiraling place to experience fine art.



The Metagame.

BEETHOVEN'S FIFTH SYMPHONY

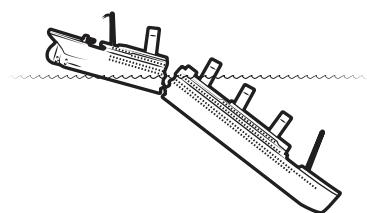


Da da da DUM. 1808.



The Metagame.

TITANIC



Boy meets girl. Ship meets iceberg. James Cameron's 1997 romantic disaster movie.



The Metagame.

WAGNER'S RING CYCLE

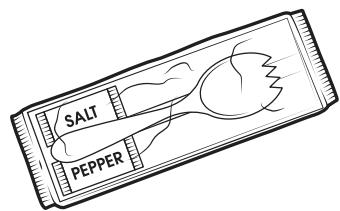


Angry giants, vengeful gods and winged Valkyrie warriors. Singing. Wagner's epic 1869 four-opera cycle.



The Metagame.

THE SPORK

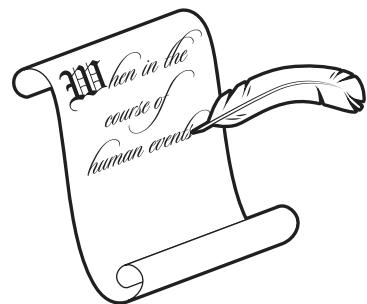


What happens when the fork runs away with the spoon. Cutlery implement, first patented 1874.



The Metagame.

THE DECLARATION OF INDEPENDENCE

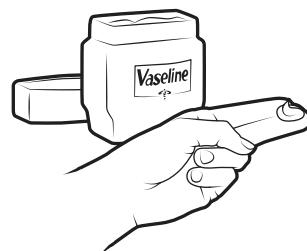


"Life, liberty, and the pursuit of happiness." Not bad for a bunch of old white guys. 1776.



The Metagame.

VASELINE



Everyone's favorite petroleum-based product. 1870, Robert Chesebrough.



The Metagame.

HULA HOOP

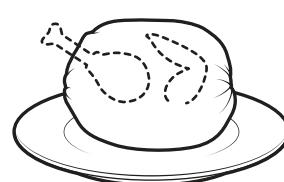


"You know, for kids."
- *The Hudsucker Proxy's* Norville Barnes on Richard Knerr and Arthur "Spud" Melin's 1958 circular toy



The Metagame.

TOFURKY



A turkey of the rare tofu variety. Turtle Island Foods, 1995.



The Metagame.

THE WONDERBRA

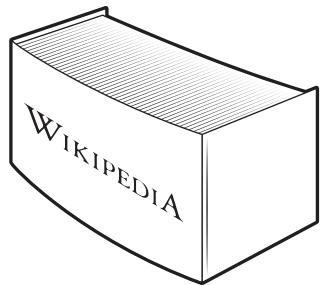


Your breast friend. Invented in 1935 by Israel Pilot.



The Metagame.

WIKIPEDIA



Where most of these Metagame factoids come from. Larry Sanger and Jimmy Wales' communally-authored Internet resource, 2001.

The Metagame.

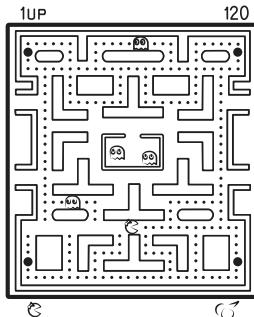
THE COSBY SHOW



Starring Bill Cosby, his television family and his shockingly ugly sweater collection. Sitcom by Bill Cosby, Michael Leeson and Ed Weinberger, 1984.

The Metagame.

MS. PAC-MAN



The first videogame sequel. If only every sequel involved changing the gender of the protagonist. Midway, 1982.

The Metagame.

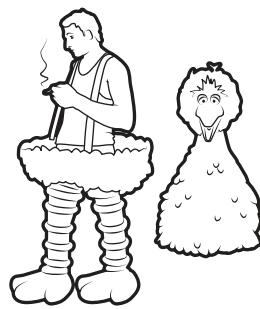
SOCER



This card should be called Football but it would confuse the Americans. Ancient team sport, formalized in 1863.

The Metagame.

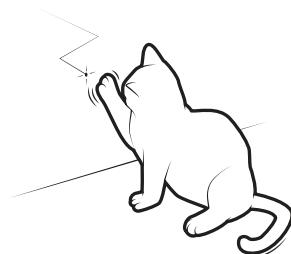
SESAME STREET



A grouch in a trash can and a giant bird teach kids to read. Joan Ganz Cooney and Lloyd Morrisett's TV series, 1969.

The Metagame.

LASERS



Light Amplification by Stimulated Emission of Radiation. Now you know. 1960.

The Metagame.

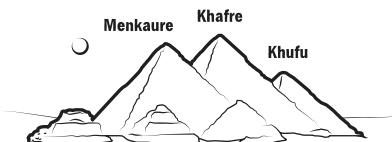
TWILIGHT



2005 book series by Stephenie Meyer about brooding, baseball-playing teen vampires.

The Metagame.

THE PYRAMIDS OF GIZA



Incredibly big houses for some dead people. 2560 BCE.

The Metagame.

GONE WITH THE WIND



When you play this card, you are NOT allowed to say anything about not giving a damn. Victor Fleming's epic 1939 Civil War period film.

The Metagame.

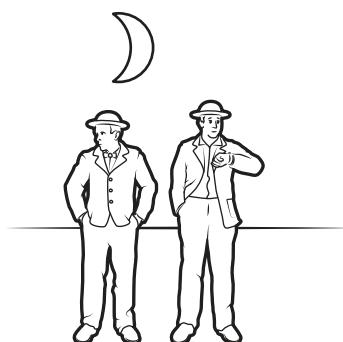
THE IPHONE



Apple's 2007 camera, music player, game console, Internet communications device and occasional cell phone.



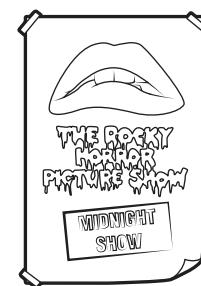
WAITING FOR GODOT



Samuel Beckett's 1953 play about the absurd futility of existence. Spoiler alert: Godot never comes.



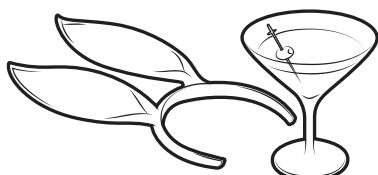
THE ROCKY HORROR PICTURE SHOW



"I'm just a sweet transvestite from Transsexual, Transylvania."
- Frank N. Furter in Sharman and O'Brien's 1975 cult musical film



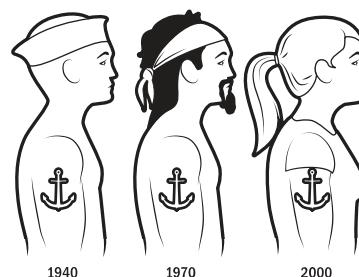
PLAYBOY



"A woman reading Playboy feels a little like a Jew reading a Nazi manual." - Gloria Steinem on Hugh Hefner's 1953 girlie mag



TATTOOS



"Be a good-looking corpse. Leave a good-looking tattoo."
- Actor Ed Westwick



NEVER MIND THE BOLLOCKS, HERE'S THE SEX PISTOLS



"I'm surprised we aren't in jail for treason." - Johnny Rotten on the Sex Pistols' 1977 seminal punk album



THE WIZARD OF OZ



"...we're not in Kansas anymore."
- Dorothy, in Victor Fleming's classic 1939 film



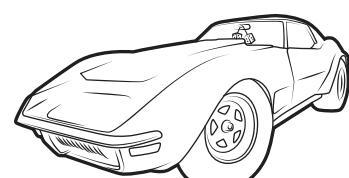
ELVIS IMPERSONATORS



Like Elvis, but not quite.
Originated 1950s.



CORVETTE



Chevrolet's 1953 car was molded from fiberglass to ensure sleek curves and impossibly expensive repairs.



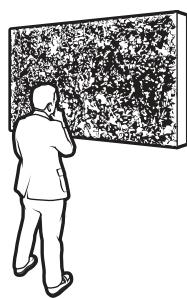
SAVED BY THE BELL



Only on TV could a jock, a nerd, a cheerleader, a schemer, an activist and a fashionista be best friends. Sitcom created by Sam Bobrick, 1989.



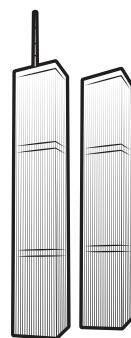
A JACKSON POLLOCK PAINTING



"The painting has a life of its own. I try to let it come through."
-Jackson Pollock on his drip painting process, 1956



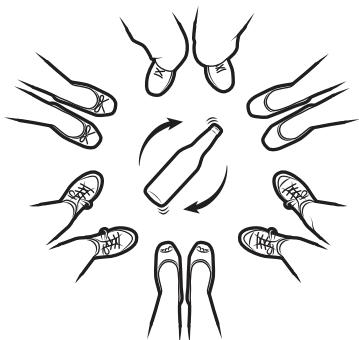
THE WORLD TRADE CENTER



Built in 1973 by architect Minoru Yamasaki and destroyed in 2001, the Twin Towers were first hated, then beloved and are now missed.



SPIN THE BOTTLE



Teenage smooching game, circa 1950. When kissing could get you pregnant.



SPAM



A precooked meat product in a can. What's not to like? Hormel, 1937.



LEG WARMERS



Adding that distinctive thick and rumpled silhouette to fashion. David Lee, 1980.



THE DAILY SHOW



TV news spoof that demonstrates how fake the real news can be. Madeleine Smithberg and Lizz Winstead, 1996.



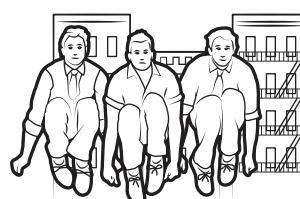
EMAIL SPAM

- Dear lucky winner
- Nigerian prince needs your help
- Follow this diet tip to reduce diabetes
- Your wife need your attention?
- Pokerbot will allow you to win
- Tea bag cruiser

Alert! Play this card now to fix your limp, overweight, cheating Metagame. First hit inboxes in the 1990s.



WEST SIDE STORY



1957 Broadway hit about warring NYC gangs by Bernstein, Laurents, Robbins and Sondheim. #sharksrule



THE BREAKFAST CLUB



Don't you forget about me. John Hughes' 1985 film about five high school teens brought together by detention.

The Metagame.

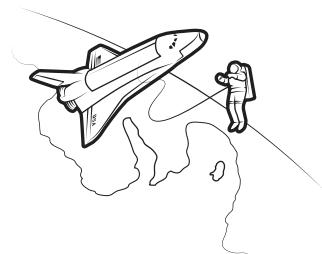
SMELLS LIKE TEEN SPIRIT



An anthem for generation ironic. Nirvana's grunge single, 1991.

The Metagame.

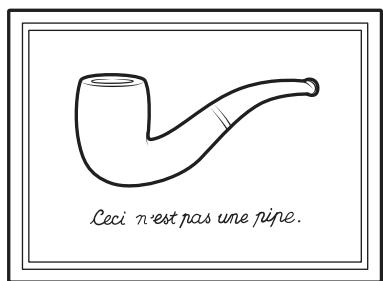
SPACE SHUTTLE



Now that the space shuttle is grounded, how are astronauts supposed to get to work? NASA, first flight 1981.

The Metagame.

THE TREACHERY OF IMAGES



This is not a Metagame card about René Magritte's playfully conceptual 1929 painting.

The Metagame.

HELVETICA

Helvetica

The 1957 typeface by Max Miedinger. So elegant it's almost invisible.

The Metagame.

SEXTING



What 21st century politicians do with cell phones. Circa 2005.

The Metagame.

SATURDAY NIGHT FEVER



When disco dancing and white bell-bottoms were the definition of Brooklyn hipster. John Badham's 1977 film.

The Metagame.

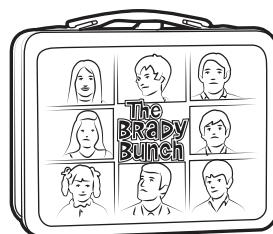
THRILLER



One bejeweled glove, number one album of all time. Michael Jackson, 1982.

The Metagame.

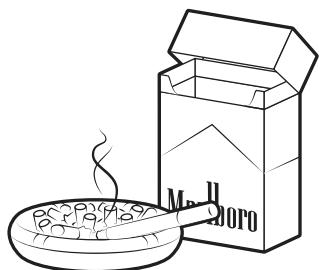
THE BRADY BUNCH



Bobby, Peter, Greg, Cindy, Jan, and Marcia, Marcia, Marcia! Sherwood Schwartz's 1969 sitcom about a typical American family.

The Metagame.

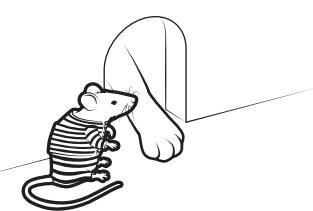
MARLBORO CIGARETTES



Sexy death-sticks. 1904, Philip Morris, USA.

The Metagame.

MAUS



Art Spiegelman's groundbreaking 1991 series showed that comics can take on serious subjects. And that cats are Nazis.

The Metagame.

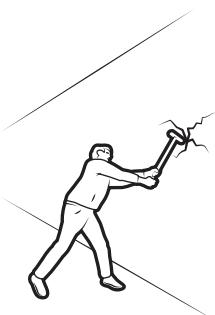
WALMART



\$447 billion in revenue from Sam Walton's 1962 retail chain would make it the 27th richest country in the world. (Sorry, Austria.)

The Metagame.

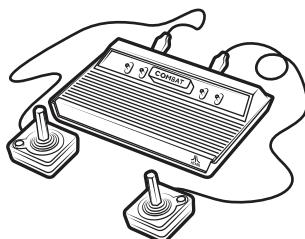
THE BERLIN WALL



The most symbolic means of dividing a people. Ever. Constructed 1961.

The Metagame.

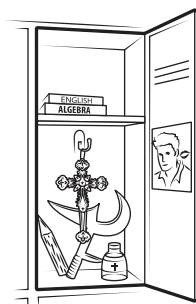
ATARI 2600



Long live the joystick. Atari, Inc., 1977.

The Metagame.

BUFFY THE VAMPIRE SLAYER



Joss Whedon's 1997 TV series in which high school students fall in love, cram for exams and destroy ancient hellspawn.

The Metagame.

ATLAS SHRUGGED



"There are two sides to every issue: one side is right and the other is wrong..." - From Ayn Rand's 1957 aggressively philosophical sci-fi novel

The Metagame.

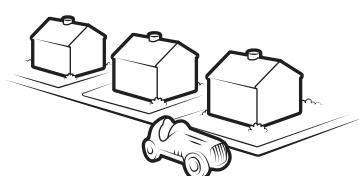
ROMEO AND JULIET



Boy meets girl. Boy dies. Girl dies. William Shakespeare's theatrical tragedy, 1597.

The Metagame.

MONOPOLY



Parker Brothers' 1933 capitalist fantasy boardgame was based on Elizabeth Magie's 1903 game protesting economic conditions. Ironic.

The Metagame.

STARRY NIGHT



"A star-spangled sky, for instance, that's a thing I would like to try to do..." - Vincent Van Gogh on his 1889 painting



The Metagame.

SURVIVOR

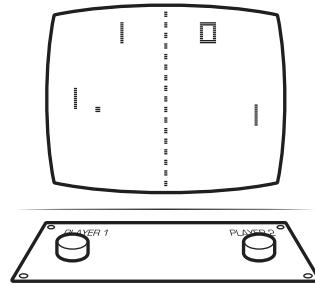


The tribe has spoken. Mark Burnett's influential 2000 reality series has still not been voted off the island.



The Metagame.

PONG



Hi-res graphics in 1972. Allan Alcorn's pioneering videogame.



The Metagame.

RAPPER'S DELIGHT



"I said a hip, hop, the hippie, the hippie, to the hip hip hop and you don't stop." - Sugar Hill Gang's trailblazing 1979 rap single



The Metagame.

IKEA FURNITURE

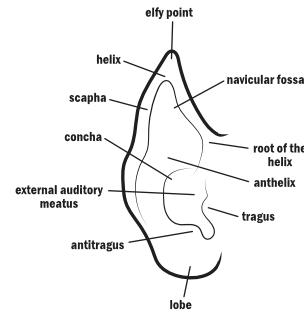


One Billy bookcase is sold every 10 seconds. Furniture company founded by Ingvar Kamprad, 1943.



The Metagame.

ELVES



What Keebler and Tolkien have in common. Circa 5th century.



The Metagame.

JAMES BOND FILMS

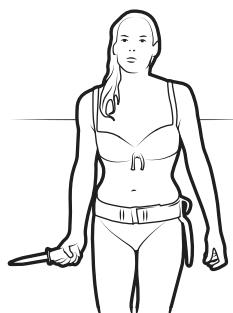


Where we learned how to order our martinis. Film series based on Ian Fleming's secret agent character, 1962.



The Metagame.

BIKINI



"The bikini is the most important thing since the atom bomb." - Diana Vreeland on Louis Réard's 1946 invention



The Metagame.

DEATH OF A SALESMAN



"I realized what a ridiculous lie my whole life has been." - From Arthur Miller's seriously depressing 1949 play



The Metagame.

WHICH IS
THE MOST META?

WHICH LULLS
YOU INTO
COMPLACENCY?

WHICH COULD
BE THE BASIS
OF A CULT?



COULD HAVE
BEEN MADE
BY A CHILD.

WINS THE MOST
HEARTS & MINDS.

SYMBOL OF
THE _____
LIFESTYLE.



WHICH IS
HOTTER?

THE BEST
EXPLANATION
FOR _____.

A PERFECT MATCH
FOR _____.



WHICH IS
RESPONSIBLE
FOR THE FRAYING
OF OUR MORAL
FABRIC?



WHICH SPEAKS
UNIVERSALLY
TO EVERYONE?



MAKES MEN FEEL
INSECURE ABOUT
THEIR _____.

VOTED MOST
LIKELY TO
_____.



SQUISHY.

IS
FUNDAMENTALLY
MISUNDERSTOOD.

SALTY.

INSTILLS
A SENSE
OF MALAISE.

WHAT WOULD
_____ DO?



**BRINGS OUT
_____ FEELINGS.**

**¿QUE ES
MAS MACHO?**

**WHICH BETTER
CAPTURES THE
ZEITGEIST
OF ITS TIME?**



**MOST LIKELY
TO BE FOUND
AMONG THE RICH
AND FAMOUS.**

**EVERYBODY
SHOULD
HAVE ONE.**

**WHICH WILL
OUTLIVE
US ALL?**



**MORE MYTH
THAN FACT.**

**4 OUT OF
5
RECOMMEND THIS.**

**UNSAFE AT
ANY SPEED.**



IF THIS WERE
AN ANIMAL,
IT WOULD BE
A _____.



The Metagame.

WOULD MAKE
THE STRANGEST
FETISH EVER.



The Metagame.

MOST
ENLIGHTENED.



The Metagame.

A SUITABLE
SUBSTITUTE FOR
_____.



The Metagame.

WHICH IS MOST
OPPRESSIVE?



The Metagame.

WHICH HAS
THE MOST
EMPTY CALORIES?



The Metagame.

THIS IS THE LAST
THING _____
THINKS ABOUT
BEFORE GOING
TO SLEEP.



The Metagame.

WHICH IS BEST AT
DECONSTRUCTING
THE DOMINANT
HETERO-
PATRIARCHAL
PARADIGM?



The Metagame.

WHICH IS
SIMPLY THE MOST
BEAUTIFUL?



The Metagame.

**WHICH IS
MOST MAGICAL?**

**WHICH IS
MOST SQUARE?**

**HOPELESSLY
_____.**



The Metagame.



The Metagame.



The Metagame.

**WHICH WOULD
MARX APPROVE?**

**WHICH IS
A SIGN OF THE
APOCALYPSE?**

**WHICH IS
THE BEST ICON
FOR THE DECADE
OF THE _____?**



The Metagame.



The Metagame.



The Metagame.

**MAKES
THE PERFECT
ADVERTISEMENT
FOR _____.**

**WHICH WOULD
FREUD WANT?**

**WHICH SHOULD
BE REQUIRED
IN SCHOOLS?**



The Metagame.



The Metagame.



The Metagame.

WHICH IS MORE
FABULOUS?

YOU CAN FIND
THIS UNDER THE
DICTIONARY
DEFINITION FOR

A TRADITION
HANDED DOWN
FROM FATHER
TO SON.



The Metagame.



The Metagame.



The Metagame.

MOST FUN
AT PARTIES.

MORE STYLE THAN
SUBSTANCE.

MAKES
_____ PEOPLE
UNCOMFORTABLE.



The Metagame.



The Metagame.



The Metagame.

LOVED BY
PIRATES.

WHICH EXPRESSES
THE INEXPRESSIBLE?

MAKES
YOU THINK
OF THE COLOR



The Metagame.



The Metagame.



The Metagame.

SPARKS _____
AMONGST
FRIENDS.



The Metagame.

WHICH WOULD
YOU WANT
TO FIND
IN BED?



The Metagame.

WHICH IS
A BETTER TOOL
FOR DICTATORS?



The Metagame.

LADIES LIKE
THIS FOR ITS
_____.



The Metagame.

WHICH IS
MOST USEFUL
ON A DESERT
ISLAND?



The Metagame.

WHICH IS
A LEADING CAUSE
OF DEATH?



The Metagame.

WHICH HAS
THE MOST
SUBVERSIVE
POTENTIAL?



The Metagame.

WASH
YOUR HANDS
AFTER USING.



The Metagame.

BEST ENJOYED
BY A _____
YEAR OLD.



The Metagame.

**PROOF THAT
ABSOLUTE POWER
CORRUPTS
ABSOLUTELY.**



**WHICH WILL SAVE
THE WORLD?**



**YOU CAN BUY
THIS FOR
\$_____.**

**KID TESTED,
MOTHER
APPROVED.**



**WHICH GOES
BEST WITH
A BEER AND
HOT DOG?**



**TASTES LIKE
_____.**



**THE VOICE
OF AUTHORITY.**



BEST DRESSED.



KILLS _____.



BEST DEFENSE
AGAINST BULLIES.

THE THING THAT
EVERYONE LOVES
TO HATE.

WHICH IS
THE ICON
FOR THE NATION
OF _____?



IF YOU DON'T
KNOW THIS, YOU
ARE CULTURALLY
CHALLENGED.

THE GOLD
STANDARD FOR
_____.

WHICH IS
WHISPERED
IN AWE BY
THE HIPSTERS
IN BROOKLYN?



TWO WORDS:
UNINTENDED
CONSEQUENCES.

WHICH GETS
MORE ACTION?

CUTER THAN
A BABY
_____.



PEOPLE HALFWAY
AROUND
THE WORLD
COULD CARE LESS
ABOUT IT.

WHICH FEELS
LIKE FIRST LOVE?

WHICH WILL
GET YOU LAID IF
YOU MENTION IT?



WHICH
REPRESENTS
THE SOUL
OF AMERICA?

WHICH HAS
BEEN MORE
INFLUENTIAL?

THE IDEAL
ACCESSORY FOR
PEOPLE WHO
_____.



THE CURE FOR
_____.

BEST REMINDER
OF OUR
MORTALITY.

BELONGS IN
A _____.



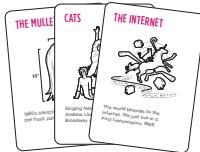
HOW TO PLAY THE METAGAME



Instructions for playing a whole bunch of different games with a single deck of Metagame cards. Friends not included.
Local No. 12, 2015.

NOT JUST ONE GAME

THE METAGAME is a deck of cards that can be used to play many different games. There are two kinds of cards:



culture cards



opinion cards

When the rules mention a **hand** of cards, it means keep your cards hidden from other players.

WHICH GAME SHOULD YOU PLAY?

If this is your first time, we recommend **MATCHMAKERS**.

HISTORY 101 is great for two or more. **HEAD TO HEAD** is designed for three. Most of the games scale up well with big groups of players - especially **MASSIVELY MULTIPLAYER METAGAME**, which is designed for parties and big events.

It also depends on how you like to play. **DEBATE CLUB** and **METAQUILT** will get you arguing. **HEAD TO HEAD** is fast and intense. **HISTORY 101** tests your knowledge.

WHO GOES FIRST?

If a game asks you to pick a first player, draw a culture card at random. Whoever most recently interacted with some version of what is on the card goes first.

YOU CAN CHANGE THE RULES

Once you have tried out a few of the official Metagames, we invite you to break some rules or make some new ones. Here are some ideas:

Stretch it or shrink it. Add a few rounds to supersize **MATCHMAKERS** into an epic contest. Or turn **HISTORY 101** into a 1-strike-and-you're-out lightning duel.

Add more cards. If someone doesn't know a card in their hand, let them draw a new one. Or maybe everybody draws more cards in order to have more options.

Go for speed! In **MATCHMAKERS**, everyone tries to play their cards as quickly as possible - and if you are left holding the last card, you don't get to play it.

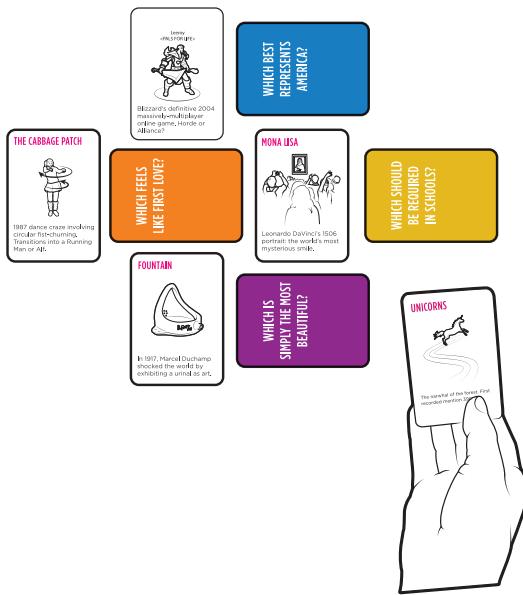
Get weird. In **DEBATE CLUB**, players pick the worst card from their hand and give it to another player to argue. Or maybe players argue for their cards with... interpretive dance?

The drunk version. When you lose a round, take a drink. Or when you win a round. Or both.

You get the idea. But why stop there? Feel free to invent your own brand-new Metagames from scratch. Power to the players.

METAQUILT

• 3-7



It's got strategy. It's got debate. And it turns your tabletop into a crazy-quilt of culture. Lose all your cards to win.

SETUP

Deal everyone 5 culture cards and 5 opinion cards. Keep your hand hidden - but other players should be able to see how many cards you have. Your goal is to get rid of all of your cards.

Draw and place a single opinion card in the center of the table - this is the start of the quilt. If the starting opinion card has a blank on it, draw another one. Begin with the first player and take turns clockwise.

ON A TURN

Each turn has 3 phases. When it is your turn:

1. PLAY a card from your hand to the quilt
2. One player can CHALLENGE your card
3. You or your challenger REDUCE your hand

PLAY A CARD

On your turn, play a card from your hand into the quilt.

In the quilt, culture cards are played vertically and opinion cards are played horizontally. The two types of cards alternate, so culture cards only touch opinion cards (and vice-versa). For example, on the very first turn you can only play a culture card.

If you play a opinion card with a blank, fill it however you want. The blank is filled with your word for the rest of the game.

When you play a card, try and make it match every card it touches. To play in the lower-right corner of the example game in the illustration, you need a culture card that *should be required in schools* and *is simply beautiful*. The card doesn't have to be a better match than other cards on the table - it just needs to somehow fit the cards it touches.

CHALLENGES

When someone plays a card, if you think you have a better match for that particular spot in your hand, you can challenge. The first player to say "CHALLENGE!" and place their supposedly better card face-up on the table gets to make the challenge.

The challenger makes a brief argument for their card. Then the challenged player makes a counter-argument for their own card. On the count of "1-2-3-POINT!" the rest of the players simultaneously point to vote on a winner. On a tie vote, the challenge fails.

If the challenge succeeds: The challenger's card is added to the quilt. The challenged card is discarded and the player who played it draws another card of either type.

If the challenge fails: The original card is added to the quilt. The challenger discards the card they used in the challenge and as a punishment for the failed challenge draws 2 cards of either type.

REDUCING YOUR HAND

At the end of every turn (after any challenges are resolved), whoever successfully played a card into the quilt reduces their hand. For every card that the new card in the quilt touches, you reduce your hand by one. So if you played a card that touches 2 cards, you discard 2 cards from your hand.

If a challenge was made, whoever won the challenge and successfully placed a card in the quilt gets to reduce their hand. If there was no challenge, then the player who put the unchallenged card into the quilt reduces their hand.

WINNING

If you successfully play your last card into the Metaquilt you win the game. You CAN win by making a challenge. However, you cannot get rid of your final card by reducing your hand. You can only win by playing your last card into the quilt.

MATCHMAKERS

3+

try this one first!



Each round, match your hand of culture cards to everyone else's opinion cards. Recommended for your first Metagame.

SETUP

Deal everyone a hand of 4 culture cards. Each player also gets 1 opinion card face-up in front of them.

For 3 Players: Each player starts with a hand of 7 culture cards instead of 4. And each player has 2 opinion cards face-up in front of them—not just 1.

PLAY

Each player reads their opinion card out loud. *If yours has a blank:* as you read the card, make up a word or phrase to fill the blank. Then everyone puts ALL of their culture cards face-down next to the opinion cards of other players to make good matches. (DON'T play on your own cards!) You don't have to play on every opinion card and you can put multiple cards in the same place. There are no turns - everyone plays at the same time.

JUDGMENT

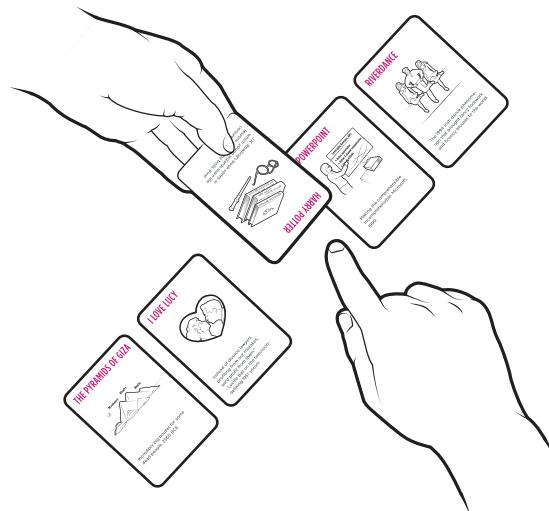
One by one, each player shuffles the culture cards that were played on their opinion card, lays them face-up on the table, and picks their favorite. The judge can explain their decision—but keep quiet about who played which card during judging. If your card was chosen, you win the opinion card PLUS all of the culture cards that were played on it. Keep the cards you win in a scoring pile.

WINNING

Play 3 rounds. At the end, count all of the cards in your scoring pile—opinion cards AND culture cards. The player with the most cards wins!

HISTORY 101

2+



Get your dates straight. A Metagame for 2 or more players about putting culture in the right chronology.

SETUP

Start the timeline by putting a random culture card face-up on the table. You won't need any opinion cards.

PLAY

Take turns clockwise around the table. On your turn, the player on your left draws a card and reads it to you—saying “BLANK” for any dates. They can show you the card upon request—just be sure they cover the date!

Then you point at the spot in the timeline where the card should go. If you're right, the card goes into the timeline. If you're wrong, put the card in front of you as a strike.

FAQ

- *If a card has no date:* discard it and pick another.
- *If there are multiple dates:* use the earliest one.
- *If it's a decade or century:* use the first year of the range.
- *If it has the same date as another card:* it can go on either side of the matching card in the timeline.

WINNING

When you have 3 strikes you are out of the game. The last surviving player wins.

DEBATE CLUB

5+



Loudmouths rule. Survive each round by arguing for your card. If the critics don't like what you say, you are knocked out and become a critic, too.

SETUP

One player starts as the critic. Deal everyone but the critic a hand of 5 culture cards.

DEBATE

The critic draws 3 new opinion cards, picks one to read out loud, and discards the others. If it has a blank, the critic decides how to fill it. Everyone else selects the best match from their hand and places it face-down on the table. The critic calls on each player one by one. That player reveals their card and argues for a minute or two why their card is the best match.

JUDGMENT

The critic picks the BEST and the WORST responses, then collects all played cards and discards them.

The losing player discards all cards and joins the critic. On future rounds, the growing group of critics judges together. The newest critic selects the next opinion card and breaks tie votes. All surviving players draw a card. **The winning player** of the round draws an extra card.

WINNING

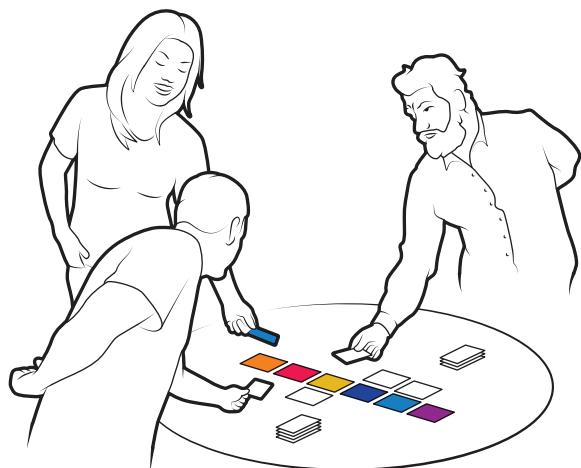
The final player remaining wins the game - and is the starting critic for the next game.

Strategy Variant: Starved for Cards

Players begin with a hand of cards equal to 2 less than the total number of players (i.e., a hand of 3 for 5 players). Deal that many opinion cards face-up in a row. The critic picks one of the face-up cards to use each round. Players do NOT draw any more cards.

HEAD TO HEAD

3



A high-speed battle of wits for three. You and an opponent race to put your cards on the table.

SETUP

One player starts as the critic. The critic deals 7 culture cards to the other 2 players, face down in front of each of them in a stack. Then the critic draws opinion cards, discarding any with blanks and redrawing until the critic has a hand of 7. The 2 players put one hand behind their backs - they can't use that hand during the duel. The critic says "READY - GO!" and the duel begins.

DUEL

The critic starts placing opinion cards face-up in a column. Meanwhile, the other players draw a single card at a time with their free hand and play them face-down next to an opinion card, on their side of the column. They can only have one card next to each opinion card - but they can swap the positions of cards they have already played. The first player to place all of their cards yells "DONE!" The slower player can only play 6 of their 7 cards - they must leave their last card unplayed.

VERDICT

The critic shuffles the 2 cards played on each opinion card, turns them over, and picks a winner. (Keep quiet about who played which card during judging.) If you win a comparison, keep the opinion card. One of the opinion cards will be an automatic win (for the faster player who got all of their cards out).

WINNING

Play 3 rounds - each player is the critic once. Whoever won the most opinion cards wins the game.

MASSIVELY MULTIPLAYER METAGAME

5-33+



A highly social Metagame. Play it over dinner conversation or at big parties and events. Like the name says, it works with hundreds or even thousands of players.

SETUP

Players get a hand of 6 culture and 3 opinion cards.
Your goal: win debates and collect the most culture cards.

START A DEBATE

At any time, anyone can say "DEBATE THIS!" and reveal an opinion card and become the instigator of a debate.

If there is a blank on the opinion card, the instigator fills it however they want. The first 2 players to jump in and show a culture card will debate. Each debater has a minute to argue for their card. The instigator moderates.

JUDGMENT

Anyone nearby can vote on who was more persuasive. The instigator's vote breaks any ties. The winner of the debate takes the loser's culture card.

WINNING

At the end of the party or event, the player with the most culture cards is the victor.

Tips for big events: Yes, we really have played this with thousands of players—and it works!

- Distribute cards to everyone as they arrive.
- Demonstrate how to play to everyone.
- Hold a final tournament to determine the champion.
- Each basic set supports 33 players (+6 per expansion).

THINK-ALIKE

2+



Get on your partner's wavelength so you both pick the same card. With two players, it's cooperative - with more, each pair plays as a team.

SETUP

Sit down next to your partner. Place both kinds of cards face-down in separate stacks. **If you only have 2 players:** Deal one stack of 7 opinion cards face-down on the table.

PLAY

Each team of 2 takes a separate turn. On your turn:
FIRST: reveal 1 opinion card. If there is a blank, you and your partner fill it in with any word or phrase.
THEN: deal 2 culture cards face-up below the opinion card. *At this point, no talking with your partner!*

Each team member silently picks which culture card is best for the opinion card. The card to the left is **one** and the card to the right is **two**. Count "ready, set, GO!" and put out one or two fingers, revealing your selection.

If you both pick the same card - You advance! Discard all cards you used. Next round deal 3 culture cards.

If you don't match - It's OK! Discard all cards you used. Next round, use the same number of culture cards.

WINNING

2 players: Keep advancing up to 3, 4, and 5 cards. If you make a match at 5 cards - before the stack of 7 opinion cards run out - you win!

Teams: Each pair takes turns, advancing 1 more card if they make a match. After one team gets a match with culture cards, every other team gets one more turn. If only 1 team has matched 5 cards, they win!

If there is a tie: The tied teams play SUDDEN DEATH rounds, everyone using the same set of 5 culture cards. If any team matches, the teams that didn't match are knocked out. Survivors win.