Cards Against Cryptography

The source code and printable PDF versions are available online at https://github.com/CACappendix/.

Version **1.0**

Appendix 𝔸

Basic Rules

The basic rules are equivalent to the Cards Against Cryptography rules and are available online at https://github.com/CardsAgainst Cryptography/.

PICK n

Some cards say PICK n on the bottom.

To answer these, each player draws n additional white cards from the white pile, and plays a combination of $n+1$ cards. Cards should be played in the order the Session Chair should read them –order matters.

In the case of mutually distrustful players, card-based cryptography techniques can be used to combat malicious behaviors.

University Regulations

Virtual Random Fellow[1]: Every round, pick the appropriate number of white cards from the pile and place them into play. These cards belong to the VRF –a simulated player– and if they win the game, every player must admit that their submission did not improve the state of the art.

Cryptographic Haikus: Don't need to follow the 5-7-5 form. They just have to be read dramatically.

Reboot: At any time, payers may trade in one won black card to return as many white cards as they'd like to the deck and draw back up to 7.

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[1] *This variant assumes semi-honest players.*

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Appendix B

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Blockchain cards

Forks: In case more than one blockchain card is played, players are requested to recognized their played cards.

DAG Chain: In case more than one blockchain card is played, all players who played blockchain cards get a victory card.

Alternative Mining Rules

Gambling: In case of ties, you can bet one of your black cards (from your victory pile) to play an additional white card. If you win, you get your point back; otherwise your point goes to the winner.

Byzantine Agreement: In the absence of a trusted Session Chair the consensus protocol applies. Each player picks their favorite card each round. The card with the most votes wins the round.