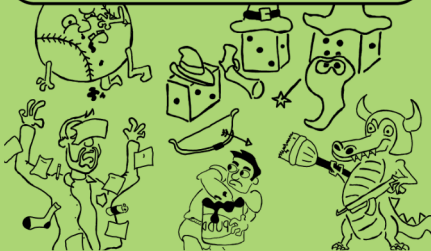




I SEE WHAT YOU DID THERE

Rules & How to Play



HOW TO PLAY:

DESCRIPTION:

"See What You Did There" is a game about convincing your friends that you're clever. Convince them by relating the cards using any means of interpretation necessary.



SET UP:

Every player is dealt 6 cards. The player who has the most stuff in their pockets gets to go first. Play then continues to the left.

THREE BASIC GUIDELINES:

- 1) You win by obtaining 3 stacks.
- 2) Don't be a dick. This game is as much about fun as it is about winning.
- 3) You have freedom! Every bit of this game is about interpretation. Settle all disputes with a vote.



URNS:

During a player's turn, they may do 1 of EACH of the following:
(in any order)

- 1) Play a card.
- 2) Counter a card.
- 3) Make a stack.

A player signals the end of their turn by drawing a card.



PLAYING A CARD:

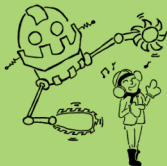
Instead of using a card to make a stack a player may instead choose to use the cards ability.

Played cards go into the trash after their actions have been completed, unless the card says the following:

"This card is in play until it is countered by another card."

Note: You are free to interpret the cards however you see fit. If there's a disagreement, vote on it!





IN-PLAY CARDS:

In-play cards have effects that alter the way the game is played. There are two types of in-play cards:
Target ≠ Global.

Target: Target cards affect one specific player.

Global: Global cards affect every player.

COUNTERING IN-PLAY CARDS:

Tired of a particular card messing you up? The solution is simple! All you have to do is convince your fellow players why a card in your hand justifies nulling the in-play card.

Much like making a stack, countering a card involves getting other players to "see what you did there" (eh?).

And much like making a stack this will require a vote.



EXAMPLE:

In play card:



Card in hand:



On your turn, you could say something along the lines of...

"I would like to counter 'Keeping Your Hands To Yourself' with 'Alcohol' because now I am really drunk and have no control over where my hands go."

Your fellow players then vote on if they "see what you did there".

If the majority agrees - send both cards to the trash.

If the majority disagrees, the card stays in play & the player keeps the countering card.

PUNISHMENTS:

Sometimes this game calls for a player that violates a card to be punished. The punishment is unique to each game played and should be decided after set up and be consistent throughout the game.

EXAMPLES/SUGGESTIONS:

1) Give a card to the player who caught you.

(Suggested for first time players)

2) Take a sip of your beverage.

(Suggested for alcoholics)



3) Do 5 push-ups.

(Suggested for bro-dudes)

4) Trash a card.

(Suggested for meta players)

5) Cut off a finger.

(Suggested for people with more than 10 fingers)

6) Lick the lint from a person's belly.

(Suggested for people with excessive belly lint)

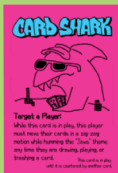
MAKING STACKS:

Stacks are 3 cards that a player has combined through some relation or story.

Stacks must win a majority vote by all players to be counted towards the player's 3 stacks needed to win the game.

(Note: Stacks are created on the card's title, NOT the card's action)

EXAMPLE:



"I robbed a bank because I owed money to a card shark who was about to unleash his wrath on me unless I found a way to pay him back."

Players then vote on whether or not they "see" the correlation the player creating the stack has made.

A majority vote in the affirmative grants that player one stack. This player then flips the cards facedown and places it in front of them.

A majority vote against the stack causes all cards in the attempted stack to go to the trash.

(When it comes to voting on stacks, be sure to remember Rule #2)





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Monkeys

Steve Buscemi

These rules are available for download to your phone:

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