

Cards Against Humanity Tournament

Basic Gameplay

To start the game, each player draws 7 white cards.

One randomly chosen player begins as the card czar and plays a black card. The card czar reads the question or “fill in the blank” phrase on the black card out loud.

Everyone else answers the question or fills in the blank by passing one white card, face down, to the card czar.

The card czar shuffles all the answers and shares each card combination with the group. For full effect, the card czar should usually reread the black card before presenting each answer. The card czar then picks a favorite, and whoever played the answer keeps a black card as one awesome point.

After the round, the player to the left of the current card czar becomes card czar for the next round, and everyone draws back up to 7 white cards.

Pick two

Some cards say pick two on the bottom.

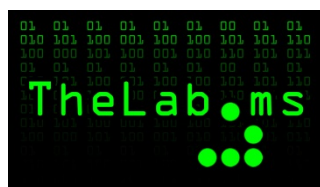
To answer these, each player plays two white cards in combination. Play them in the order that the card czar should read them, the order matters. The first answer goes face down first. Second goes face down on top.

If the card czar has lobster claws for hands, you can use paper clips to secure the cards in the right order.

One-Shot Cards

In addition to the 7 white cards a player is dealt, players can purchase up to 10 extra ‘one shot’ white cards for a donation of \$1 each at the start of the 1st and 2nd rounds of play (not available in the finals round and do not carry forward). These cards are kept separate from the player’s normal hand as they are not replenished when the player draws back up to 7 cards in their hand.

A player can play a ‘one shot’ card instead of a card from their hand at any time. Other than having the advantage of extra white cards to choose from there is no difference in game play using the ‘one shot’ cards.



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Tournament Schedule

We'll try to keep as close to the schedule below as possible, but all times are “-ish”

*7:00 Doors open and we start seating.
7:30 Welcome and game overview
8:00 Round 1
8:20 10 min break
8:30 Semi Final / Wild Card
9:00 10 min break
9:10 Final Round
10:00 Winners declared and prizes awarded*

1st Round (20 Min)

The top two players (highest number of points) from each table at the end of 20 minutes will advance to the semi-finals. All remaining players will compete for a wild card seat at the finals table.

Bribe Advancement

Any player who did not qualify for the semi-finals via points is eligible to submit a ‘bribe’ donation for a chance to advance to the semi-finals tables (which has a higher chance for advancement to the finals). These bribes can be for any amount and are submitted to the MC with the players name in a silent auction fashion. The two highest player bribes will advance to the semi-finals tables instead of the wild card tables in the 2nd round. All bribes submitted will be kept as donations regardless if they result in player advancement or not.

2nd Round (Semi Final / Wildcard - 30 Min)

Semi Finalists will be divided into two tables. Again, the top two players (highest number of points) from each table at the end of 30 minutes will advance to the finals round.

Wildcard competitors will be redistributed to the remaining tables. The competitor with the most points (from any table) at the end of 30 minutes wins the wildcard seat at the finals. Keep your table moving quickly...

Final Round (No time limit)

The finals round will be a 5 player cage fight to the death. Wait, we decided against that... instead, the first player to get 5 points will be the Cards Against Humanity Tournament winner.

2nd and 3rd place will be awarded based on points earned during the round.

Ties

In the event of a tie, winners will be decided by a round of “ro sham beaux” (rock, paper, scissors).

