

Red Herring

A game about communication.

Starting the Game

Gather up the players and a deck of cards. Have everyone introduce themselves and sit comfortably around a cleared table.

As a group, define the four suits. As a group, come up with four categories of things and write them down in pencil in the space below.

Example: Hearts are animals, Spades are foods, Diamonds are colors, and Clubs are emotions.

Hearts ♥	
Spades ♠	
Diamonds ♦	
Clubs ♣	

Deal four cards to each player. Everyone touches their nose. The player who touches their nose last deals each player a hand of five cards. Each player's hand is secret.

Ending the Game

The game ends if a player has no cards in their hand at the end of a round. The player with the most points wins. If there's a tie, the tied players all win and they all high five each other.

Playing the Game

Describe cards indirectly. When you describe a card, say a sentence and adhere to the following constraints:

1. **Refer to suits with a thing in their category.** You must mention at least the suit of the card.
2. **Refer to at least two ranks.** One of which must be the rank—Ace, Two, Three, and so on—of the card.

Examples

- The Nine of Hearts (animals): “Nine times out of ten, when I see a dog I want to pet it.”
- The Jack of Spades (foods): “Two hours ago I got burritos with Jack.”
- The Ace of Diamonds (colors): “The pilot in that blue jet plane is the ace of the third squadron.”

The leader plays a card facedown and describes it. After the round finishes, the player to the leader’s left leads the next round. The dealer is the first leader.

Each player passes or tries to match the leader’s card. Each other player may put a card facedown on the table and describe it.

Reveal the cards. Afterward, put them on the bottom of the deck. The leader doesn’t gain points or draw cards.

- If a player’s card matches the suit or rank of the leader’s card, everyone who put down a card gains a point.
- If a player’s card doesn’t match the leader’s card, everyone who put down a card draws a card.