

# BLANK THE BLANK: RULES

The following is a new game called **BLANK THE BLANK** that can be played with the cards from **BLANK MARRY KILL**. This game is designed to use less table space, allow players to be more spread out, play faster, and be easier to understand for new players. This version does not use the **GREEN** or **PURPLE** cards.

## SETUP

Separate the **WHITE** (Action) cards, **BLUE** (Character) cards, **ORANGE** (Attribute) cards, and **RED** (Point) cards, and place them in stacks on the table where all players can reach them. Pick a player to be the Judge. Everyone else takes **3 BLUE** cards and **3 ORANGE** cards.

## BLUE PHASE

The Judge begins the round by drawing **1 WHITE** card and placing it face up on the table. Beginning with the player to the Judge's left, each player chooses **1 BLUE** card from their hand that they think the Judge will choose and places it face up on the table, reading it out loud as they do.

## ORANGE PHASE

Starting with the player to the Judge's left, each player plays an **ORANGE** card onto either their own or another player of their choice's **BLUE** card, placing it under that **BLUE** card and reading it out loud to the table as they do. Players may choose to pass if they do not wish to play an **ORANGE** card this round. Once each player has had a turn in this phase, the debate phase begins.

### CARD NOTES:

*If a card has an underlined blank in its text, that blank is filled in verbally by the person who plays the card. If the text of one card conflicts with the text of another card, the text of the most recently played card prevails.*

## DEBATE PHASE

The players now argue about why the Judge should pick their cards. The best games and conversations happen when everyone really tries to imagine actually living with the situations on the cards. There is no time limit, but your group can choose one if it is needed or desired.

## SELECTION PHASE

Based on the arguments, the Judge chooses their favorite set of cards. The player who played the **BLUE** card that the Judge chose gains 1 point. Use the **RED** cards to keep track of points. All cards played on the table this round get discarded. Make a discard pile for each color. Players keep the cards they did not play.

## ROUNDS

The player to the left of the Judge is now the new Judge. All other players draw cards until they have **3 BLUE** cards and **3 ORANGE** cards in their hands. Then a new round begins. When any deck runs out, shuffle that deck's discard pile to become that color's new deck.

## END OF GAME

Party sizes and stamina always vary, so play until you don't want to play anymore, then count up the points. If there is a tie, draw a **WHITE** card. Each tied player draws a **BLUE** card and shows the table. The **BLUE** card chosen by the majority of players wins, and the player who drew it wins the game. If this vote results in another tie, repeat the process.

I hope you enjoy this game. You can sign up at [JackDire.com](http://JackDire.com) to stay up to date on all of my games and any new rules for them. You can also follow my social media accounts using **@Jack\_Dire**.

Thanks for playing.