

For example, if the Judge would kill the **BLUE** card on the left, they would place their **GREEN** "KILL" card above it (see diagram).

The Judge reveals their **GREEN** cards, starting with the card on the left. After each reveal, the other players reveal their corresponding **GREEN** cards, thus revealing their vote for what they thought the Judge would do to that **BLUE** card.

Once all of the cards are revealed, any players who guessed correctly get one point for each correct guess. Players take **RED** cards to represent points.

The player to the Judge's left now becomes the Judge. Everyone has a chance to discard any **ORANGE** cards they don't want. Once everyone is done discarding, each player draws until they have a hand of **3 ORANGE** cards.

All **WHITE**, **ORANGE**, and **BLUE** cards used this round are discarded.

Once every player has been the Judge once, the round is over. If time allows, play more rounds. When you decide to end the game, add up **RED** cards to determine scores. Whoever has the most points wins.

If there's a tie, each tied player draws **1 BLUE** card and reads it out loud. The other players decide who would win in a fight to the death between those **BLUE** cards, and the winner of that fight wins the game.

We hope you enjoy this game, and sign up at **JackDire.com** to stay up to date on all of our games. We also choose random social media posts with the #blankmarrykill tag to receive bonus items! Thanks for playing!

**BLANK MARRY KILL** is a game of difficult choices for 3 - 10 players.

## VERY IMPORTANT:

New game modes and rules can evolve over time, so go to **JackDire.com** to ensure you have the most current version, since we can't update this piece of paper remotely!

## SET UP

Each player takes **3 GREEN** cards, one of each type (**BLANK**, **MARRY**, and **KILL**). Return any **SCREW** cards to the game box for future expansions and modes.

Place the **WHITE**, **BLUE**, **ORANGE**, and **RED** cards in their own decks on the table. Separate the "1" and "3" **RED** point cards.

Place the **3 PURPLE** cards (**BLANK**, **MARRY**, and **KILL**) face-up in that order vertically on the table (see diagram for placement).

## HOW TO PLAY

Pick one player to be the first Judge.

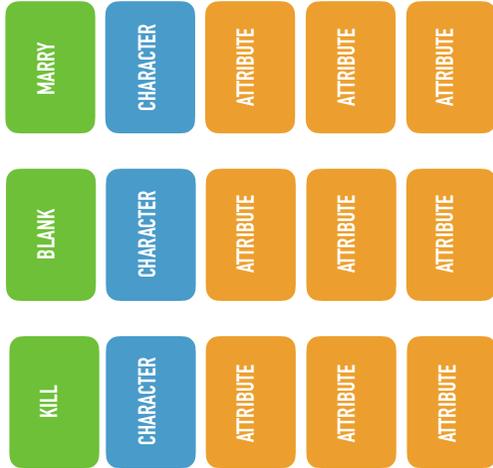
The Judge draws **3 BLUE** cards, and places them face-up in the center of the table from left to right within reach of everyone (see diagram).

The player to the Judge's left draws a **WHITE** card and uses it to cover the **PURPLE** "BLANK" card (see diagram).

*For example, if they draw "EAT", the Judge's options are now **EAT**, **MARRY**, and **KILL**.*

All non-Judge players draw **3 ORANGE** cards each. They can look at their cards, but should keep them secret.

JUDGE'S OPTIONS



JUDGE'S VOTES

CHARACTERS DRAWN

ATTRIBUTES  
PLACED BY PLAYERS  
DURING PLAY

## VOTING

Players vote on which of the **PURPLE** or **WHITE** cards they think the Judge will assign to each **BLUE** card. To do this, they place their **3 GREEN** cards face-down in a line from left to right based on the same reading order as the face-up **BLUE** cards.

The **GREEN "BLANK"** card is used to represent the white card in play.

## ASSIGN ATTRIBUTES

Starting with the player to the Judge's left and going clockwise, each player adds an **ORANGE** card below one of the **BLUE** character cards to attempt to sway the Judge's final decision (see diagram).

If an **ORANGE** card tells you to draw a **BLUE** card to fill in a blank, that **BLUE** card is drawn when the **ORANGE** card is played, not before.

Each **BLUE** card can have no more than **3 ORANGE** cards below it.

Play continues until each player has had 2 chances to play **ORANGE** cards. If there are 7 or more players, each player plays **1 ORANGE** card each.

## JUDGING

The Judge then makes their final decision by placing their **3 GREEN** cards face-down above the **BLUE** cards (see diagram).

**MARRY** in this game means you must be in a strictly monogamous relationship until death. No divorce. **KILL** in this game means you must kill that character yourself. Some characters won't go easily, and could kill you during your attempt. Also everyone will know you did it.