

So, this guy walks into the offices of Hasbro and says, "Have I got a card game for you..."

Setup

This game has been designed to print on PlainCards. You can obtain these blank playing cards from <http://www.plaincards.com>.

Simply print the document entitled "cards.pdf" on one side of the PlainCards and the document entitled "cardbacks.pdf" on the other side. If you happen to be a cheap bastard and got the less expensive PlainCards with the already printed backs, then don't print the "cardbacks.pdf" document as it will smear.

Shuffle the cards thoroughly and deal eight cards to each player. Choose someone to go first and give that person an extra card. Play continues clockwise until one player runs out of cards. That lucky bastard wins the game.

Playing the Game

There are two types of cards: performers and activities. Performers have up to three symbols on either side of the card, a top, middle, and a bottom. Activities have only one symbol on each side. Performers have black symbols on a white background. Activities have white symbols on a black background and a line connecting the symbols.

To play a card, it must have at least one symbol on its left hand side in common with a symbol on the right hand side of the last card played. Cards are played in pairs, first the activity (which is played on the performer already on the table) then the performer (which is played on the activity you play from your hand). So, to play, you must have an activity whose symbol matches a symbol of the last performer played and a performer that matches an activity in your hand. Play *both cards* at once, the activity then the performer.

This is a storytelling game. So when you play your cards, you must describe what is going on in the show. Feel free to embellish; let the cards

be your guide not your limits. Further, the performer on either side of the activity could be the target of the activity.

For example, "Grandpa" is on the table. You play "Fucks Up The Ass" and "An Elephant." You must then explain what is happening on stage. Go wild. Maybe Grandpa fucked the elephant up the ass, or maybe the old fart got reamed by the elephant. Or maybe someone else did both of them at the same time (possibly with the help of a strap-on, or maybe extreme bifurcation, but I digress.) In any case, just saying "then grandpa fucks an elephant up the ass," leaves you open to scorn and derision.

If you cannot play, either because you don't have an activity that matches the performer on the table or you don't have a performer that matches an activity in your hand, you must draw a card. You can choose not to play and draw a card instead. If, after drawing the card, you now *can* play, you may play immediately.

At the end of your turn, if your hand is *all* activities or *all* performers, you may discard up to three cards and draw as many cards as you discarded to replace them. You cannot play these cards this turn. Inevitably, someone will start to bitch that they can't play because they aren't drawing the right cards. Remind the person of this rule. If they keep whining, throw things at them. It's ok – it's in the rules – and it will make you feel better.

Wild Cards

There are three wild cards in the deck. They may be played as activities or performers. Feel free to make up anything to add to the story when you play a wild card.

The First Turn

The first player has been given an extra card to start the story. The first player must play *three* cards in order: a performer, an activity, and a second performer. If the first player cannot play, draw a card like any other turn.

Before playing the first three cards, the first player must start the joke, "A guy walks into a talent agent's office and says, 'have I got an act for you,'" or something along those lines.

Winning the Game

You win the game when you have no cards left in your hand. After you finish explaining the grand finalé, the other players should ask, in unison, "what do you call your act?" To which you should reply with the titular line of the joke. Flamenco snaps are optional.

The Drinking Game

After you get the hang of the game, you may wish to play the drinking game version.

- ✴ If someone's description makes you laugh, take a drink.
- ✴ If someone's description is really lame, they must take a drink.
- ✴ If someone asks a stupid question, like "how the hell can you swing an aborted fetus by its pubic hairs?" they must take a drink.
- ✴ If you have to draw a card and then get to play it immediately, take a drink.
- ✴ If you play a wild card, take a drink.
- ✴ If you become thirsty take a drink.

A Disclaimer

Please note that insane game designer Mike Young does not condone the acts of extreme violence, racism, or sexual misconduct depicted by this game. Well, except for fucking the stigmata of barnyard animals. Hit that all you want. Pervert.

The Hasbro executive is stunned. Collecting himself, he looks at the game designer and asks the only thing he can think of, "what do you call this ... game?" To which the game designer proudly replies, "The Aristocrats."