**Cards Against Human Geography**

The Rules:

To start the game, each player draws 10 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. If you have a “Pick 2” black card, the players place 2 white cards face down, with the card they want read first on the bottom. Use the paperclips to keep the 2 cards together.

Everyone else answers the question 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 card czar is the new card czar, and everyone draws back up to 10 white cards.** You should always have 10 white cards at the start of each round.

The game is won when a player gets 8 awesome points.

**House Rules**

**Gambling:**

If a black card is played and you have more than one white card that you think could win, you can bet one of your awesome points to plan additional white card.

If you win, you keep your wager and gain the awesome point . If you lose, whoever won the round gets the point you wagered.

**Rebooting the Universe**:

At any time, players may trade in an awesome point (black card) to return as many white cards as they’d like to the deck, and drawback up to 10.

**Never Have I Ever**:

At any time, players may describe cards that they don’t understand, but they must confess their ignorance to the group.

**Justify:**

The card czar can have players justify their play to aid in choosing a winner.