PROJECT CARD

Nomic-Style Game

What you'll need...

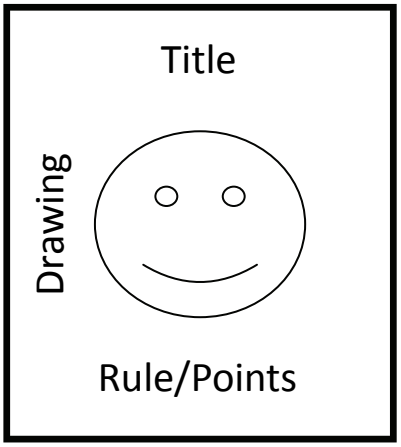
- Index cards
- Pens
- 3 or more players
- A sense of humor

Nomic is a game invented in 1982 by the philosopher Peter Suber. In this *Nomic*-style game, the players make the game as they play it, creating their own playing cards.

The game is played in two rounds. The goal is to reach 100 points. The rest is up to you! The deck is made from blank cards. Index cards cut in half work very well. Don't use felt-tip markers or the writing will show through.

Each card has three parts:

1. Title
2. Drawing
3. Rule/Point Value



Round One

Making the Deck

Give each player 15 blank cards. The most important part of each card is the rule. The title and drawing are for fun.

Confused about making rules? Try to be creative! You can make any rule you want. Just remember to keep the game fun. Check out some of the example cards at the end of this Project Card for ideas.

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Shuffle and Deal

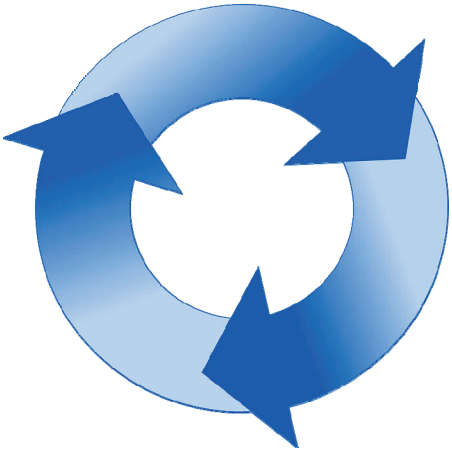
Once all the cards are completed, shuffle them together and put them in the middle of the table. Then deal 3 cards to each player.

Game Play

The youngest goes first!

Player One chooses a card from his or her hand and follows the rule on it. The card will stay on the table in front of the player that played it, unless the rule says otherwise.

After following the rule, Player One draws cards until he or she has three cards again. Then it is the next player's turn.



Each player follows the game play as explained for Player One. Keep playing until someone reaches the 100 point goal, or you run out of cards.

Scoring

When the round is over, count the point value of the cards in front of each player. The player with the most points wins the round. Then start Round Two.

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Round Two

Each player makes 10 new cards. This is where a lot of the strategy for Round Two comes in.

In this round, players have the chance to respond to the rules that were made before. Try to make cards that either counter what is already in the deck, or that might be new and different.

Once all the cards are completed, shuffle them in with the original deck and start over, following the same game play used in Round One.

At the end of the second round, count up your totals and determine the winner!

If you really like how the game is going, keep playing!
You can make cards, remove cards, whatever works best for your group.
The game is yours to create, and who knows? You might come up with something great!

This game was made possible by ideas from the games *1000 Blank White Cards,* and *Dvorak*.