

Game 1: Extra Actor?

The deck consists of cards of four suits or “hydes”: red, green, blue, and black. The ranks in each color are 0-8. There are 2 white "action" cards or Jokers. There are also special yellow action cards or wild cards, called “transformation”. There is one pink “Mick in Agony” card and one orange “Warm-up” card.

Before playing, two dealers must be selected. This is accomplished by drawing cards. The person with the card of the highest face value and the person with the lowest face value are the dealers. Only number cards are used for this purpose.

Before dealing, the orange warm up card must be slid across the table from player to player for two minutes. Players may call out the name of the person they are sliding the warm up card to as they do so. At the end of the two minutes, both dealers call “places” and the game begins.

The deck is then bifurcated and each dealer deals to the players opposite them at the table. Seven cards are dealt to each player, the remaining cards are placed in a stack in the middle of the table, called the laboratory (pronounced La-bor-tree) and the top card of the stack is exposed to start the discard pile. Play begins with the person to the left of the highest face value dealer, i.e. clockwise.

At each turn, a player may play a card from their hand that matches the color or rank of the top exposed card, or play a transformation card. If a player has no legal card to play, that player draws the top card of the laboratory, and may either play it or place it in their hand. If a wild card is played, the player can transform the play to a new color. If a player decides not to place a card and draws instead, there is no penalty. After playing a single card or drawing, the next player clockwise takes a turn. If the laboratory is emptied, the discard pile is shuffled and turned over to replenish the stock. The joker cards also function as wild cards, but when played, the player using the card can ask two other players to perform some act or improvisation or to move their seats around the game table.

The player dealt the “Mick in Agony” card is automatically the loser but should continue to try to empty his hand to prevent post game scoring. That player is the “Extra Actor” and gets 10 pity points at the end of the game.

After a player plays all of their cards, the other players count the number of points pertaining to the values of the cards in their hands. Number cards are face value and wilds are worth fifty. The first player to empty their hand receives points for the cards left in their opponents' hands. The first person to reach a certain point value (officially 200) wins.

VARIANT 1: The blue suit may be used in place of any suit except for the red suit at the beginning of the game.

VARIANT 2: Each player may at any time but only once in the game stand and yell “Springtime” and take “a ramble” by trading his hand for any other player’s hand in the room.

Game 2: "Wrong One"

Using a single set of cards, five cards are dealt to each player, or seven if there are only two players, and the remaining card pack is placed between the players. Joker, transformation and warm up cards should be pulled from the deck, although joker and transformation cards could form one diary.

The player whose turn it is to play asks another player for their cards of a particular rank. For example, "Steve, do you have any threes?" A player may only ask for a rank of which they already hold at least one card. The recipient of the request must then hand over all cards of that rank. If the call was successful, the same player has another turn. If the player who was asked has no cards of that rank, they say "Wrong One", and the asking player draws the top card from the pack. The turn then passes to the player who was asked.

When one player has four of the same cards of a given rank, they form a diary, and the cards are placed face up on the table.

The game is not over when a player runs out of cards. That player simply draws the top card from the deck and the turn passes to the next player in the rotation. The game ends when all diaries have been won. Whoever has the most diaries wins.

VARIANT 1: Including the blue suite in the game is possible either as a replacement for one of the other suits or in the variant version where a diary is made of five pages or cards.

VARIANT 2: Additional variant, instead of asking for a rank of a card, one must say a line of a specific card when calling for that card from another player. i.e. calling "Tongue to tail" to get the Hyde 3 card or "Man does Mick drink a lot" for the "water card." In this version, the player or players with the joker cards would rate the quality of the request and then if it is seen as clever or on point, the player with that card would need to give it to the asking player.