WEIRD TAKES

Design and texts by Enka Blanchard, card art by Larry Vizier

CONTENT

56 cards in 8 thematic series ("Art", "Thinking", "Politics", "Nations", "Feminism", "Sex", "Racism", "Deep thoughts").

PREPARATION

Shuffle the cards and put them face down in a draw pile. Each player then draws four cards from the pile. All players write down an integer of their choice and reveal it simultaneously, the one with the biggest number plays the first turn.

HOW TO PLAY

At each player's turn, they choose any of the eight series and ask one of the other players if they have any card from the series. If the targeted player doesn't have any, the initial player draws a card from the pack and ends their turn.

Otherwise, the targeted player must read the quote from any corresponding card. The first player can then ask a string of 5 yes/no questions with no restrictions (if the target answers that they do not know, the question does not count). If the first player guesses the identity of the author of the quote in those five questions, they steal the card. If this was the first time the quote was guessed in this game, they also draw a card from the pile.

At the end of each turn, if any player has at least 4 cards from a single series, they can choose to play them face up, in which case they can't be stolen anymore. Once cards from one series are put face up, no more can be added from that series.

Ending

Once the last card is drawn from the pile, players continue playing until each has taken one more turn (including the one who drew the last card).

Players then count the number of face up cards they have played, and the one with the highest number wins.

Additional information

This game was created during an improvised 24-hour game jam at the Bog of Games, with the goal of making an emergency birthday present for a philosophy-studying friend of the designer, taking inspiration from Go Fish.

Except a tiny amount of thinking that happened the previous day, all the game-design, research, writing, coding, and cover art were made over a single day period (with the prototype being printed the next day).

The idea was to make a game with strict time constraints, which meant not having the luxury to agonise over choosing better quotes, not being able to fully check the authenticity of all quotes (wikiquotes was used with independent checking only for the weirdest quotes), not being able to obsessively edit the rules nor expand the scope of the game (which did happen in the end as one series was added on top of the initially decided list).

More weird games can be found at https://bogof.games !