

How to play Asshat

Objective: To correctly identify the playing card you have attached to your head

Setup: Place Asstokens on the table, same number of Asstokens as players, to include the Asshat Asstoken. Asstokens should be placed down so that players do not know which is the Asshat Asstoken

Every player needs - a drink, a headband, a randomly assigned playing card, and a randomly assigned Asstoken

Pre Game: Each player places their card in their headband without seeing the identity of the card. Each player checks their Asstoken to determine if they are the Asshat.

The Game: Starting with the player who has been the Asshat the most so far today (game or otherwise), players take turns asking yes or no questions to other players regarding the identity of their card i.e. "Is my card a spade?" Play moves clockwise. When all players have asked their questions, this constitutes a round. The game is won when a player receives a "yes" answer to a question which identifies their card i.e. "Is my card the four of hearts?"... "YES". At this point every player except the winner must finish their drink.

Rules

- Each turn a player asks another player two questions. The first question may be general or specific. The second question must be to identify a specific card i.e. "Is my card the 5 of spades?"
- A player may not question the same player they questioned during their previous turn
- A player may not question a player who has been previously

questioned by another player during the same round. If the rules leaves no one eligible for questioning, a new round begins with the current player.

The Asshat

The player who has the Asshat token **MUST** answer all questions incorrectly. The exception: When questioned about the specific identity of a card, the Asshat **MUST** answer in the negative.

Calling Asshattery

Any player may call Asshattery on any other player at any time. Asshattery occurs when a player asks or does something that is severely incorrect or unreasonable. When a player has Asshattery called on them, they must finish their drink. Reasons to call Asshattery include:

- Quickly changing an answer for a yes or no question
- Asking the same question again
- Calling the Asshat a CYLON!!!!11 (specifically or generally)
- Asking a question where the answer is severely obvious
- Asking unrelated silly questions i.e. "WHERE IS MY DRINK?" when it is in the player's hand
- Any other reasons as determined by the game party

Changelog

- 12/21/13 - Beta 1.0 - Developed then distributed at GaS
- 12/27/13 - Beta 1.1 - Added rules from GaS play testing