

# Game Rules

99.....	2
Codenames.....	3
Hearts.....	5
Munchkin.....	6
Oh Hell .....	7
Secret Hitler.....	8

# Game Rules

## 99

99 is an adding game in which the values of the cards are added together as they played in a single pile, the object being to avoid taking the total above 99.

### Equipment

A standard 52-card deck is used with the following values for the cards:

- **Ace** - increases the value of the pile by *one* or *eleven*, at the player's choice.
- **Four** - the value of the pile remains the same but the direction of play reverses.
- **Nine** - the value of the pile is set to *99*.
- **Ten** - increases **or** reduces the value of the pile by *ten*, at the player's choice.
- **King** - counts as zero (pass) - the value of the pile remains the same and play passes to next player in turn.

### Note

Face cards, except for the King, increase the value of the pile by *ten*.

### Object of Game

The object is to be the last player to go over 99.

### Play of Game

1. Deal out three cards to each player and place the remainder face down to form the stock.
2. The player to the dealer's left begins. At the start of the game there are no cards in the pile and its value is zero. The first player turns one of their cards to the face up pile, calls out the new value of the pile, and then draws the top card from the face down stock to replace the card played.
3. Play continues in clockwise order.

### Note:

Two or more cards may be added together to equal the following special cards: four, nine, or ten. But, the player can then only draw one card from the stock to replace them.

4. The first person who is not able to keep the value of the pile lower than 99 loses and lays down their hand.
5. Play continues until there is a winner.

### 99 Cheat Sheet

Ace	1 or 11
4	reverse direction
9	99
10	+10 or -10
King	0 (pass)
Card values can be added together to total 4, 9, 10 or King. For example: <ul style="list-style-type: none"><li>• <math>2+2=4</math></li><li>• <math>3+6=9</math></li><li>• <math>8+2=10</math></li><li>• <math>8+5=King (13)</math></li></ul> Also: <ul style="list-style-type: none"><li>• Jack (11) + 2 = King (13)</li><li>• Queen (12) + Ace (1) = King (13)</li></ul>	

# Game Rules

## Codenames

Sign into the link below (ideally each household will have second computer or tablet to run the game):

<https://www.horsepaste.com/woap>

### Codenames Rules Overview

<https://www.youtube.com/watch?v=zQVHkl8oQEU>

Your goal is to be the first team to guess all of your team's code words.

Each team chooses a Spymaster to give the clues. The two Spymasters click on Spymaster (at the bottom right of the screen) to reveal the assignments behind the code words.

- Blue words are assigned to the blue team.
- Red words are assigned to the red team.
- Black words are neutral.
- Grey square ends the game (guess it and your team loses).

### Playing the Game

Each team takes turns trying to guess their assigned words by working off of a single word clue from their Spymaster.

The Spymaster may only utter a single word as a clue, and a number. The number represents the number of words on the board that this clue applies to. For example, if the target words are “pig” and “farm” then the Spymaster might say “livestock, 2”. The Spymaster must keep a straight face and make no other comments.

- If the revealed word matches your team colour, then your team has guessed correctly and may guess again, but not receive another clue. They may guess up to the limit imposed by the Spymaster but may always add one extra guess. The team may also decide not to make any guesses and pass the turn.
- If the opposite team's word is revealed, then the turn passes with the opposite team getting the benefit of a "free" word.
- If a black word is revealed then the turn is passed.
- If the grey square "kill word" is revealed then that team loses instantly and the game is over.

### Winning the Game

The winning team is the first team whose code words are all revealed.

### House Rules

#### The Spymaster May:

- **Spell out their clue** if it will help avoid confusion between two words that sound the same (or if they don't want to commit to a specific pronunciation of a word that has more than one meaning). Another player may also request that a clue be spelled out, however it is up to the Spymaster to choose whether or not to do so.
- **Use “unlimited” as their number.** (The disadvantage is that the agents won't know how many words relate to the clue that was just given.)
- **Use "0" as their number.** This indicates that “none of our words use this clue”. In this case, unlimited guesses are allowed. (This may be useful when you want to give your team a clue as to a word that is **not** assigned to your team.)
- Always grant their team at least one extra guess beyond the stated number (see above).

#### The Spymaster May Not Give Clues That:

- Are active code words on the board (it's OK once the word assignment has been revealed)
- Involve the root of a code word (e.g., clue = "build", code word = "building")

## Game Rules

- Relate to the code word's spelling, letter arrangements, or how the word sounds when spoken (e.g. rhyming words). The clue must relate to the meaning of the word.
- Are non-verbal (e.g., facial expressions, body language, crying, cursing, gnashing of teeth, etc.)

### Penalties

Invalid clues may be penalized by automatically revealing an opposing word and ending the turn, but try not to be too strict -- it takes away from the fun of the game! It's generally up to the opposing Spymaster to call out invalid clues.

# Game Rules

## Hearts

Each person playing needs to setup an account on [www.cardzmania.com](http://www.cardzmania.com). Login, click on the Hearts game on the main page, click on Multiplayer Mode and type in the table number we will provide you with.

### *Object of Game*

The object is to avoid scoring points. The game is ended by someone (the loser!) reaching or going over 100 points. The winner is the player with the *lowest* score at this point. 2<sup>nd</sup> and 3<sup>rd</sup> have the next lowest points.

### *Deal and Passing*

1. Deal and play are clockwise. All the cards are dealt out one at a time, so that everyone has 13.
2. On the first hand, each player discards three cards by passing them face-down to the player to their left. You may only pick up the cards passed to you *after* you have passed your three cards to the other player.
3. On the second hand each player passes three cards to the player to their right, in the same way.
4. On the third hand each player passes three cards to the player sitting opposite.
5. On the fourth hand no cards are passed at all.
6. The cycle then repeats until the end of the game.

### *Playing the Game*

1. The person who holds the 2 of clubs must lead first. The other players, in clockwise order, must play a card of the suit that was led if possible. If they do not have a card of that suit, they may play any card. The person who played the highest card of the suit led wins the trick and leads to the next trick.
2. It is illegal to lead a heart until after a heart has been played (as a discard) to another trick. Discarding a heart, thus allowing hearts to be led in future, is called *breaking hearts*. In general, discarding a penalty card on a trick is called *painting* the trick.
3. Play continues until all cards have been played.

### *Scoring*

1. Normally, each player scores penalty points for cards in the tricks that they won. Each heart scores one point, and the queen of spades scores 13 points. However, if you manage to win all the scoring cards (called *Shooting The Moon*), all other players' scores are increased by 26 points.

# Game Rules

## Munchkin

We think that if each house uses their own pack and we use our original deck, we should be able to play a decent game of Munchkin. We'll just need to be perhaps a little more communicative in the play of the game. The only hitch we thought of is that there may be instances when a player is permitted to draw from a discard pile (e.g., Cleric). We think that in these cases the player should be able to draw from piles in either house. If the card isn't played right away, a note can be made as to who is in possession of the card.

Please download the following from our website ([https://woap.info/games\\_tournament/Munchkin/Munchkin.htm](https://woap.info/games_tournament/Munchkin/Munchkin.htm)):

- Munchkin Individual Player Board
- Munchkin Cheat Sheet Summary

Setup the board and cards as usual.

Use the Munchkin Individual Player Board to help organize face up cards for each player. Also, you can read the Munchkin Cheat Sheet Summary for a quick refresh of the rules. We can use the Munchkin Combat Strength Counter to keep a summary of each player's combat strength. This will mean that each time a player increases their Combat Strength (adding armour etc.), they must let us know so we can keep the file updated. Or if you have a computer, each person can keep their own information updated. You can view the file at the following website:

[https://docs.google.com/spreadsheets/d/1kaapJ4EnllTr-m7mDeHK4Qs4qObosVqiBj4H5NW\\_uts/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1kaapJ4EnllTr-m7mDeHK4Qs4qObosVqiBj4H5NW_uts/edit?usp=sharing)

### *Note:*

A major problem is the rule that state the owner of the game gets final say on any disputes about interpretations of cards/rules. Since we both own the game, it might get a little uncomfortable resolving disputes (smiley).

# Game Rules

## Oh Hell

Each person playing needs to setup an account on [www.cardzmania.com](http://www.cardzmania.com). Login, click on the Oh Hell game on the main page, click on Multiplayer Mode and type in the table number we will provide you with. If you are using a laptop or cell phone, click on the video icon on the top right for video streaming of yourself.

### *Object of Game*

Oh Hell! is a trick-taking card game where players must bid the amount of tricks they predict they will take; it may sound simple but requires a strong strategy! The card game first appeared in New York and London in the 1930's and since then has become popular all over the world.

- The players bid on how many tricks they can take during the round. The aim of the game is to take exactly the number of tricks bid, no more and no less
- The size of the hand decreases each round from 10 to 1 then increases each round to 10 again, where the game ends – depending on the number of players playing.

### *The Deck and Dealing*

Oh Hell! uses a standard deck of cards. Players are dealt 10 cards for the first round, then 9, then 8, until after a round with 1 card, it increases again to 2, then 3 until 10 cards are dealt. In most rounds, the entire deck is not dealt and thus the remaining cards stay unused for that round.

*Note: Of course the number of cards dealt to each person depend on the number of people playing.*

### *Bidding*

Bidding will happen simultaneously, staying anonymous until all bids have been placed. When switched off, bidding will happen in a turn-based manner, with the bids available for other players to see.

### *Play*

1. Playing tricks follows the standard rules. Ten cards are dealt to each player, then the trump suit is established
2. Players then bid how many tricks they can take. Players can bid any number between zero and the number of cards dealt that round.
3. The player to the left of the dealer bids first and starts the first trick. The winner of the first trick leads the next hand
4. Once all cards have been played, the scores are tallied

### *Scoring*

If the player bids the correct amount of tricks won, they receive a bonus 10 points as well as 3 x th number which they had bid. For example, if a player takes 2 tricks and had bid 2 tricks originally, they will receive  $10 + (3 \times 2) = 16$  points. In the same manner, if they don't bid correctly, they will not receive the 10 bonus and will lose 6 points.

### *Winning*

The game continues until the number of cards dealt has decreased to 1 (starting at 10, then 9, then 8 etc.) The player with the highest score at the end of the game wins.

# Game Rules

## Secret Hitler

Each player must login to the <https://private.secrethitler.io/> site.

**RULES** - <https://github.com/cozuya/secret-hitler/wiki/Rules>

*The year is 1932. The place is pre-WWII Germany. In Secret Hitler, players are German politicians attempting to hold a fragile Liberal government together and stem the rising tide of Fascism. Watch out though—there are secret Fascists among you, and one player is Secret Hitler.*

### OVERVIEW

At the beginning of the game, each player is secretly assigned one of the three roles: **Liberal**, **Fascist**, or **Hitler**. The Liberals have a majority, but they don't know the roles of other players; Fascists must resort to secrecy and sabotage to accomplish their goals. Fascists know the identities of the other Fascists and Hitler. Hitler plays for the Fascist team, but doesn't know who the other Fascists are and must work to figure them out.

Whenever a Fascist Policy is enacted, the government becomes more powerful, and the President is granted a single-use power which must be used before the next round can begin. These powers range from choosing the next President to killing one of the players.

### OBJECT

Every player has a secret identity as a member of either the Liberal team or the Fascist team. Players on the Liberal team win if either:

- Five Liberal Policies are enacted OR
- Hitler is assassinated.

Players on the Fascist team win if either:

- Six Fascist Policies are enacted OR
- Hitler is elected Chancellor any time after the third Fascist Policy has been enacted.

### SETUP

The 11 Fascist Policy tiles and the 6 Liberal Policy tiles are shuffled into a single Policy deck. Games with 6, 7, or 9 players have the option of being "rebalanced" to make the gameplay more even for both sides. If rebalancing is enabled: 6 player games start with a Fascist Policy already enacted, 7 player games start with 10 Fascist Policies in the deck instead of 11, and 9 player games start with 9 Fascist Policies in the deck.

Each player will receive a Secret Role card. The table below determines the correct distribution of roles and whether Hitler knows who the Fascists are or not.

# Players	5	6	7	8	9	10
Liberals	3	4	4	5	5	6
Fascists	1+H	1+H	2+H	2+H	3+H	3+H
Fascists known by Hitler?	Yes	Yes	No	No	No	No



# Game Rules

## GAMEPLAY

Secret Hitler is played in rounds. Each round has an Election to form a government, a Legislative Session to enact a new Policy, and an Executive Action to exercise governmental power.

## ELECTION

At the beginning of a new round, the President placard moves right to the next player, who is the new Presidential Candidate.

### 2. Nominate a Chancellor

The Presidential Candidate chooses a Chancellor Candidate by selecting any other eligible player. The Presidential Candidate is free to discuss Chancellor options with the table to build consensus and make it more likely the Government gets elected.

#### Eligibility:

The last elected President and Chancellor are "term-limited", and ineligible to be nominated as Chancellor Candidate.

#### ON ELIGIBILITY:

- *Term limits apply to the President and Chancellor who were last elected, not to the last pair nominated.*
- *Term limits only affect nominations to the Chancellorship; anyone can be President, even someone who was just Chancellor.*
- *If there are only five players left in the game, only the last elected Chancellor is ineligible to be Chancellor Candidate; the last President may be nominated.*
- *There are some other rules that affect eligibility in specific ways: the Veto Power and the Election Tracker. You don't need to worry about those yet, and we'll talk about each one in its relevant section.*

### 3. Vote on the government

Once the Presidential Candidate has chosen an eligible Chancellor Candidate, players may discuss the proposed government until everyone has cast their votes. All players, including the President and Chancellor Candidate, vote on the proposed government. Once everyone has cast their vote, the Ballot cards are revealed simultaneously.

#### If the vote is a tie, or if a majority of players votes no:

The vote fails. The Presidential Candidate misses this chance to be elected, and the President placard moves to the next player. The Election Tracker is advanced by one Election.

Election Tracker: If the group rejects three governments in a row, the country is thrown into chaos. The next Policy on the top of the deck is revealed and enacted. Any power granted by this Policy is ignored, but the Election Tracker resets, and any existing term-limits are forgotten. If there are fewer than three tiles remaining in the Policy deck at this point, they are shuffled with the Discard pile to create a new Policy deck.

Any time a new Policy is enacted for any reason, the Election Tracker is reset.

#### If a majority of players vote yes:

The Presidential Candidate and Chancellor Candidate become the new President and Chancellor, respectively.

#### If three or more Fascist Policies have been enacted and a majority of players vote yes:

If the new Chancellor is Hitler, the game is over and the Fascists win. If the game didn't end, other players will know for sure the Chancellor is not Hitler.

# Game Rules

## LEGISLATIVE SESSION

During the Legislative Session, the President and Chancellor work together to enact a new Policy in secret. The President draws the top three tiles from the Policy deck, looks at them in secret, and discards one tile face down into the Discard pile. The remaining two tiles go to the Chancellor, who in secret discards one Policy tile face down, and enacts the remaining Policy by placing the tile face up on the corresponding track.

The chat for the President and Chancellor is disabled during the Legislative Session. Attempting to telegraph the contents of your hand using randomness or any other unusual selection procedure violates the spirit of the game. Don't do it.

**Discarded Policy tiles are not revealed to the group. Players must rely on the word of the President and Chancellor, who are free to lie.**

*ABOUT LYING: Often, some players learn things that the rest of the players don't know, like when the President and Chancellor get to see Policy tiles, or when a President uses the Investigate power to see someone's Party Membership card. You can always lie about hidden knowledge in Secret Hitler.*

**If there are fewer than three tiles remaining in the Policy deck at the end of a Legislative Session, they are shuffled with the Discard pile to create a new Policy deck. Unused Policy tiles are not revealed.**

## EXECUTIVE ACTION

If the newly-enacted Fascist Policy grants a Presidential Power, the President must use it before the next round can begin. Before using a power, the President is free to discuss the issue with other players, but ultimately the President gets to decide how and when the power is used. Gameplay cannot continue until the President uses the power. Presidential Powers are used only once; they don't stack or roll over to future turns. If the government enacted a Liberal or Fascist Policy that grants no Presidential Power, begin the next round with a new Election.

## PRESIDENTIAL POWERS

### Investigate Loyalty

The President chooses a player to investigate. Investigated players show their Party Membership (not the secret role card that also reveals whether the player is Hitler or not, not just whether he's a Liberal or Fascist) to the President. The President may share or lie about the results of their investigation at their discretion. No player may be investigated twice in the same game.

### Call Special Election

The President chooses any other player at the table to be the next Presidential Candidate. Any player can become President—even players that are term-limited. The new President nominates an eligible player as Chancellor Candidate and the Election proceeds as usual.

**A Special Election does not skip any players. After a Special Election, the President placard returns to the right of the President who enacted the Special Election.**

If the President passes the presidency to the next player in the rotation, that player would get to run for President twice in a row: once for the Special Election and once for their normal shift in the Presidential rotation.

### Policy Peek

After selecting the Policy deck, the President sees the top three tiles.

### Execution

The President executes one player by selecting them. If that player is Hitler, the game ends in a Liberal victory. If the executed player is not Hitler, the table does not learn whether a Fascist or a Liberal has been killed; players must try to work out for themselves the new table balance. Executed players are removed from the game and may not chat, vote, or run for office.

# Game Rules

## VETO POWER

The Veto Power is a permanent special rule that comes into effect after five Fascist Policies have been enacted. For all Legislative Sessions after the fifth Fascist Policy is enacted, the Executive branch gains a permanent new ability to discard all three Policy tiles if both the Chancellor and President agree.

The President draws three Policy tiles, discards one, and passes the remaining two to the Chancellor as usual. The Chancellor selects one, and then both the President and Chancellor vote on whether or not to veto the results of this election in secret. If so, both Policies are discarded and the President placard passes to the right as usual. If either the President or Chancellor doesn't agree to veto, the Policy passes.

Each use of the Veto Power represents an inactive government and advances the Election Tracker by one.

## BASIC STRATEGY

- **Everyone should claim to be a Liberal.** Since the Liberal team has a voting majority, it can easily shut out any player claiming to be a Fascist. As a Fascist, there is no advantage to outing yourself to the majority. Additionally, Liberals should usually tell the truth. Liberals are trying to figure out the game like a puzzle, so lying can put their team at a significant disadvantage.
- **If this is your first time playing Hitler, just remember: be as Liberal as possible.** Enact Liberal Policies. Vote for Liberal governments. Kiss babies. Trust your fellow Fascists to create opportunities for you to enact Liberal Policies and to advance Fascism on their turns. The Fascists win by subtly manipulating the table and waiting for the right cover to enact Fascist Policies, not by overtly playing as evil.
- **Liberals frequently benefit from slowing play down and discussing the available information. Fascists frequently benefit from rushing votes and creating confusion.**
- **Fascists most often win by electing Hitler, not by enacting six Policies!** Electing Hitler isn't an optional or secondary win condition, it's the core of a successful Fascist strategy. Hitler should always play as a Liberal, and should generally avoid lying or getting into fights and disagreements with other players. When the time comes, Hitler needs the Liberal's trust to get elected. Even if Hitler isn't ultimately elected, the distrust sown among Liberals is key to getting Fascists elected late in the game.
- **Ask other players to explain why they took an action.** This is especially important with Presidential Powers—in fact, ask ahead of time whom a candidate is thinking of investigating/appointing/assassinating.
- **If a Fascist Policy comes up, there are only three possible culprits: The President, the Chancellor, or the Policy Deck.** Try to figure out who or what put you in this position.

# Game Rules

## GLOSSARY AND STRATEGIES

This part contains definitions for common acronyms/terms and also some commonly seen strategies. You may skip this part for now and come back later once you've got hang of the game.

- **Order** During the first rounds of the game, Liberals should try to get as many players elected in the government as possible. In a 5-player game, the first President should pick the fourth player as his Chancellor and the second President pick the fifth player so that everyone gets in the government at least once. As another example, in a 6-player game the picks should be 14, 25, and 36 (1 picking 4, 2 picking 5, 3 picking 6). In a 7-player game, the picks should be 15, 26, 37.
- **Blue/Red President (BP/RP)** Red Presidents (RP) are Presidents who claimed to get three Fascist cards. Blue Presidents (BP) are those who passed along Liberal Policies to the Chancellor. Blue Presidents who didn't have a choice to pass along two Fascist Policies to the Chancellor are sometimes called Semi-Blue Presidents (Semi-BP). Blue Chancellors (BC) are Chancellors who picked a Liberal Policy when they could have picked a Fascist one.
- **Conflict (conf)** Two players can be in conflict for different reasons, like claiming that you saw different Policies during the Legislative Session or investigating somebody and claiming he's a Fascist.
- **Freeze** Players can decide to "freeze" a particular player, meaning that they will not vote to elect that player into government. Usually, people in conflicts are frozen, and sometimes also Red Presidents depending on the circumstances.
- **Hitler Zone (HZ)** The game enters into so-called "Hitler Zone" when 3 Fascist Policies are enacted and there is a risk of electing Hitler that would mean losing the game for Liberals.
- **Force** When a President gets two Liberal and one Fascist Policy (shorthand: RBB) and decide to pass along two Liberal Policies giving the Chancellor no option to pick - that's called forcing. A Liberal should force, but Hitlers that don't know who the other fascists are might sometimes try passing along one Fascist and one Liberal Policy to see if the Chancellor picks the Fascist Policy, signalling the Hitler that they are a Fascist.
- **Gunpoint (GP)** A confirmed Liberal President can pick a player that is in conflict (Hitler usually does not conflict to remain unsuspecting) when the next Presidential Power is the execution. The picked player is forced to pick a Liberal Policy in case he has a choice unless he wants to get shot.
- **Powerplay (PP)** Powerplay is when you nominate the next President as a Chancellor, effectively letting him be in the government for two rounds in a row unless the proposal is denied. This should usually be avoided in the early game.
- **Double dip** When a single player conflicts with two players using the investigation power. How it works is that the President gives two Fascist tiles while lying that he gave the Chancellor a choice. They both get frozen, but the President first gets to investigate another player. He investigates a Liberal and claims he investigated a Fascist. So he effectively froze two Liberals with him.
- **Double ditch** When both the President and Chancellor are Fascists and they both ditch (discard, burn, drop etc.) a Liberal card.
- **Cucu** Cucu is a name for an advanced strategy that comes into play when the investigation power comes into play. This strategy is only valid before Hitler Zone. When a President enacts a Fascist Policy, he should investigate the player two spots ahead of him. If the investigated player is claimed to be a Liberal, he should pick the player who investigated him once he becomes a President. If there is a conflict (RRB --> RR), everyone can be sure that the Investigator is a Fascist because he claimed that the President was a Liberal (meaning that he couldn't lie). That forces Fascists into playing Liberal cards. There is also another strategy related to this that is named pre-cucu. That strategy suggests that the next President after the investigation should pick the investigated player.

## Game Rules