

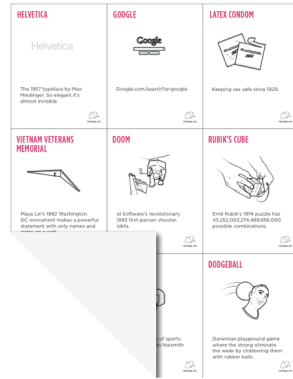
# THE METAGAME PRINT & PLAY

## PRINT THE CARDS

Print out the cards (pages 7 - 40 of this document), preferably in color on white cardstock (80lb or heavier).

## PRINT THE BACKS (optional)

Print page 41 on the back of the opinion cards (the colorful cards on pages 30 - 40). This will make it easier to tell the two kinds of cards apart.



## CUT THEM OUT

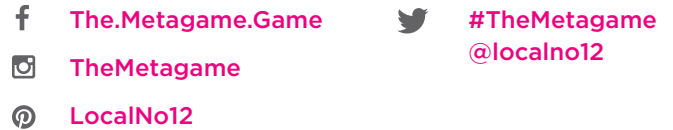
Using scissors or a fancy papercutter, cut out each card. If you have a corner rounder, use it to make your deck even nicer.

## PRINT THE RULES

Finally, print the rules (pages 1 - 6) on regular paper.

## CONNECT

Visit [www.metaga.me](http://www.metaga.me) for more info. Get social with The Metagame:



## THANKS

Special thanks to: Ida C. Benedetto, The CASS Group, Esopus Magazine, Shuangshuang Huo, Toni Pizza, Max Temkin, our playtesters, and most of all, our amazing Kickstarter backers.

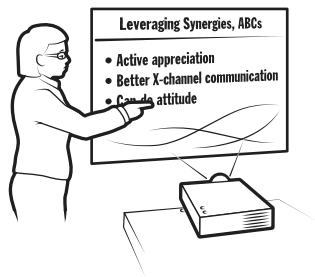
## TERMS OF USE

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Designed by Local No. 12:  
Colleen Macklin, John  
Sharp & Eric Zimmerman

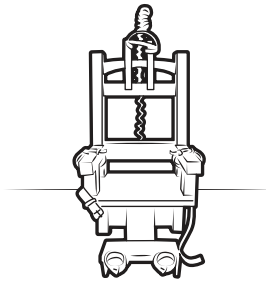
## POWERPOINT



Making the comprehensible incomprehensible. Microsoft, 1990.



## THE ELECTRIC CHAIR



Adopted in the 1880s as a humane alternative to hanging. Harold P. Brown and Arthur E. Kennelly.



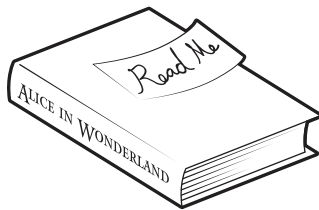
## THE SISTINE CHAPEL CEILING



"Ouch, my neck." - Every tourist who spends too long looking up at Michelangelo's masterful 16th Century frescoes



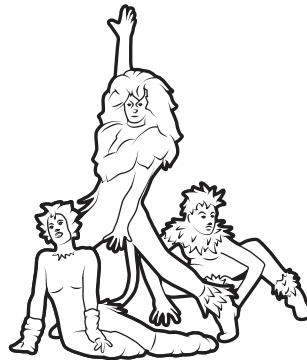
## ALICE IN WONDERLAND



"We're all mad here." - The vanishing Cheshire Cat in Lewis Carroll's fantastical 1865 novel



## CATS



Singing felines in leotards. Andrew Lloyd Webber's 1981 Broadway smash.



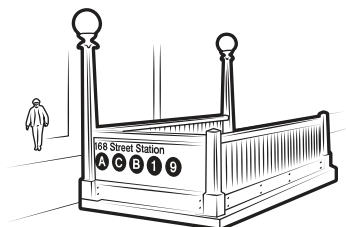
## DODGEBALL



Darwinian playground game where the strong eliminate the weak by clobbering them with rubber balls. Circa 1900.



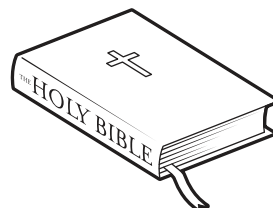
## NYC SUBWAY SYSTEM



At 209 miles, the most extensive and fragrant public transit system in the world. 1904.



## THE BIBLE



Either the direct word of god or written over a thousand years by a bunch of dudes. Accounts vary.



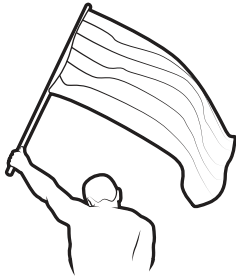
## RAY-BAN WAYFARERS



Raymond Stegeman's 1952 design set the standard for cool sunglasses. Not to be worn at night.



## THE RAINBOW FLAG



The gay agenda's attempt to convert innocent young rainbows to an LGBTQ lifestyle. Gilbert Baker, 1978.



## LASCAUX CAVE PAINTINGS



World's oldest graffiti. 17,000 BCE.



## OPRAH



All hail the Queen of daytime talk shows. First broadcast 1986.



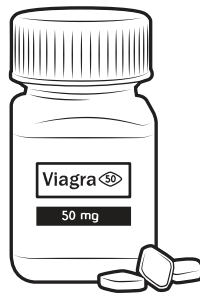
## RENT



Five hundred twenty five thousand six hundred minutes. Jonathan Larson's 1996 musical about life and love in NYC takes up one hundred sixty five of them.



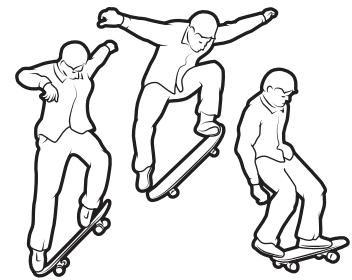
## VIAGRA



Has been shown to make flowers stand up for more than a week. Pfizer's 1998 wonder drug.



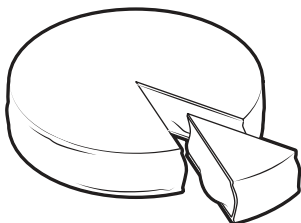
## SKATEBOARDING



The perfect symbol for ~~punk anarchy~~ ~~extreme sports~~ suburban tweens. Invented 1940s.



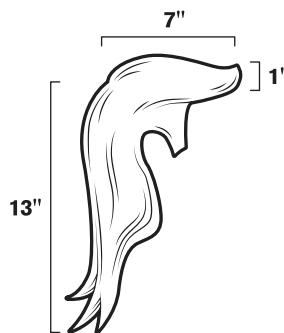
## BRIE CHEESE



Pairs well with White Zinfandel and soft rock. Circa 8th century.



## THE MULLET



1980s hairstyle. Business in the front, party in the back.



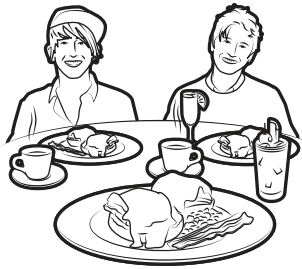
## PLAYGIRL



Tasteful spreads, hairy chests, and scintillating interviews. Douglas Lambert, 1973.



## BRUNCH



"By eliminating the need to get up early on Sunday, brunch would make life brighter for Saturday-night carousers." - 1st mention, 1896 *Hunter's Weekly*



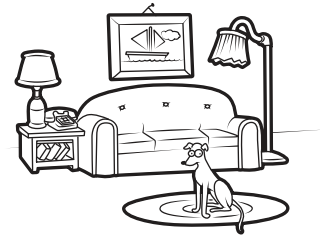
## BASKETBALL



Team sport invented by James Naismith in 1891. No longer played with peach baskets.



## THE SIMPSONS



Matt Groening's 1989 animated series is the longest-running animated series on television. In a word, "eeexcellent."



## CITIZEN KANE



Orson Welles' critically acclaimed 1941 film about power, corruption and a sled named Rosebud.



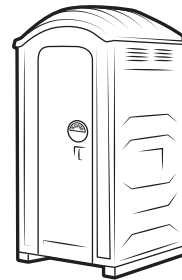
## HAPPY BIRTHDAY



Every time you sing this song you are violating copyright law. Composed 1893, © Warner Music through 2030.



## PORT-A-POTTY



Insert scatological joke here. First U.S. patent, George Harding, 1962.



## TRON



Don't you hate it when you fall into a computer and have to battle an evil Master Control Program? Steven Lisberger's 1982 computer science fiction film.



## PABST BLUE RIBBON



Heineken? Fuck that shit! Pabst Blue Ribbon!" - *Blue Velvet's* Frank Booth on the 1844 brew



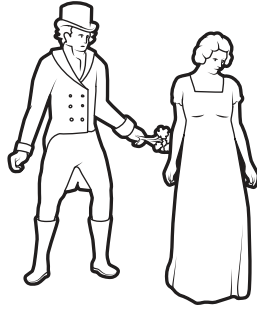
## THE BROOKLYN BRIDGE



Makes New York City's 50 other bridges jealous. John A. Roebling, 1883.



## PRIDE AND PREJUDICE

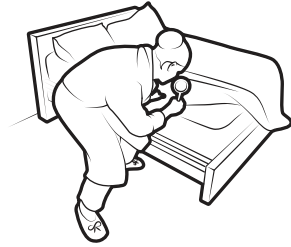


Jane Austen's 1813 novel chronicles Elizabeth Bennet's coming of age in British polite society. Featuring Colin Firth.



The Metagame.

## BED BUGS



Nature's teeny tiny vampires. First documented bite, 400 BCE.



The Metagame.

## DOOM



1993 videogame by id Software. The granddaddy of all first-person shooters - if your granddaddy killed demons with a sawed-off shotgun.



## THE LATEX CONDOM



Keeping sex safe since 1920. Julius Fromm.



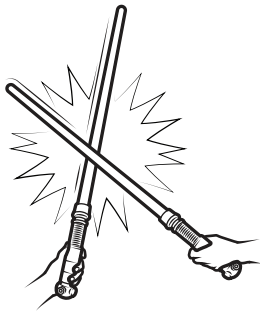
## THE NEW YORK TIMES



The Gray Lady has been the paper of record since Henry Jarvis Raymond founded it in 1851.



## THE STAR WARS FRANCHISE



George Lucas' epic 1977 space opera film series gave us Luke Skywalker, R2D2 and enough action figures to fill a Death Star.



## WOODSTOCK



1969 music festival that brought together hippies, bikers and dropouts for three days of mud, love and music.



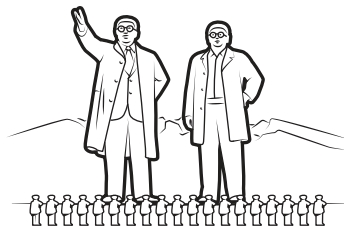
## THE STATUE OF LIBERTY



Symbol of America's freedom and democracy. Imported from France. Frédéric Auguste Bartholdi, 1886.



## NORTH KOREA



What happens in North Korea stays in North Korea. 1948, Kim Il-sung.



## THE AMERICAN FLAG



Letting it touch the ground is a patriotic faux pas. Burning it is still legal. First designed 1777.



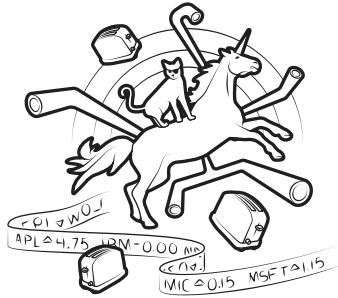
## BARBIE DOLL



"She was blonde, she was free and she was fun." - Catherine Malandrino on the controversial doll, invented by Ruth Handler, 1959



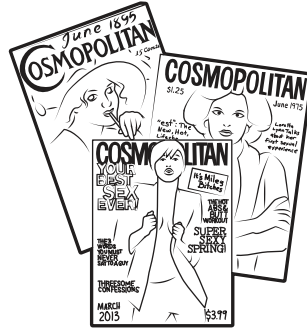
## THE INTERNET



The world belongs to the Internet. We just live in it. First transmission, 1969.



## COSMOPOLITAN



"Slip a glazed doughnut around his penis and nibble it off."  
- Advice from the magazine, founded in 1886



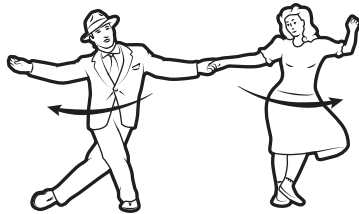
## I LOVE NY



Everybody loves Milton Glaser's iconic 1977 logo. Except actual New Yorkers.



## SWING DANCING



After we frisk the whiskers, we'll bop on down to the juke joint for some jumping and jiving. Circa 1920s.



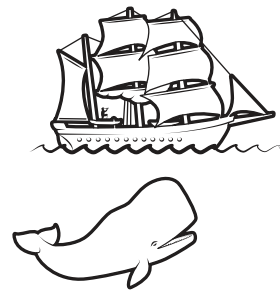
## PARIS



"In Paris you're always surrounded by French people." - David Sedaris on the city, founded 12th century



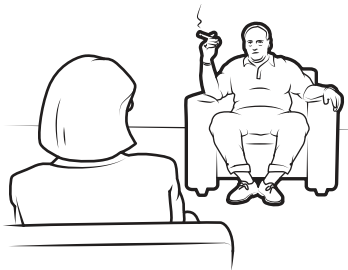
## MOBY DICK



A novel narrated by a seaman obsessed with a sperm whale named Moby Dick. 1851, Herman Melville.



## THE SOPRANOS



Mobster therapy for TV. 1999 series by David Chase.



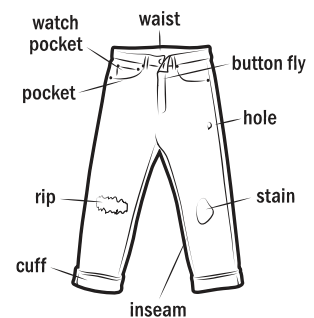
## THE BIG MAC



Iconic 1967 McDonald's burger. Two all-beef patties, special sauce, lettuce, cheese, pickles and onions on a sesame seed bun.



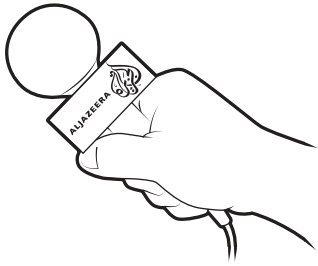
## LEVI'S 501 JEANS



140 years of denim, rivets and the hard-to-button button fly. 1873, Levi Strauss & Jacob Davis.



## AL JAZEERA



"The opinion and the other opinion." - Tagline for the 1996 Qatari news network



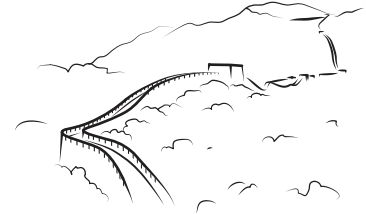
## THE MONA LISA



Leonardo da Vinci's 1506 portrait: the world's most mysterious smile.



## THE GREAT WALL OF CHINA



13,000 miles of neighborly fence. 7th Century BCE.



## LIKE A VIRGIN



Madonna's 1984 pop album celebrated her Catholic upbringing. For the very first time.



## THE MUPPET MOVIE



"Someday we'll find it, the rainbow connection, the lovers, the dreamers, and me." - Kermit the Frog in Jim Henson's original Muppet film, 1979



## POKER



"You gotta know when to hold'em, know when to fold'em..." - Kenny Rogers' thoughts on the gambling card game, first documented 1829



## POST-IT NOTES



Before Art Fry's 1974 invention, sticky paper was only good for catching flies.



## CAMPBELL'S SOUP CANS



A can of Campbell's soup: 99 cents. Andy Warhol's 1962 series of paintings: \$15 million.



## WORLD OF WARCRAFT

Leeroy  
<PALS FOR LIFE>

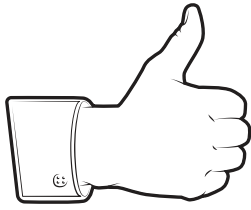


Blizzard's definitive 2004 massively-multiplayer online role-playing game. Horde or Alliance?





## FACEBOOK



The world's most popular social network. Founded in 2004 by Mark Zuckerberg and some guys that now hate his guts.



## GRIMM'S FAIRY TALES



Jacob and Wilhelm Grimm's catalog of Freudian madness and childhood terrors. First published in 1812.



## THE ELECTRIC SLIDE



Ric Silver's 1976 dance craze. Wedding receptions would never be the same again.



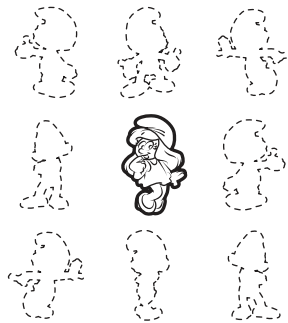
## SEINFELD



A show about nothing. (Not that there's anything wrong with that.) Larry David and Jerry Seinfeld's long-running sitcom, 1989.



## SMURFETTE



If you're a Smurf, you can be Brainy, Greedy, Lazy, Jokey, Grouchy, or... Smurfette. Toy character by Peyo, 1958.



## STARBUCKS COFFEE



By the time you finish reading this, another Starbucks has probably opened. Founded 1971, Jerry Baldwin, Gordon Bowker and Zev Siegl.



## AMERICAN GOTHIC



Man, woman and pitchfork. Just as god intended. Painting by Grant Wood, 1930.



## AK-47 ASSAULT RIFLE



Easy to use, cheap to produce and great brand recognition. Plus it kills people. Mikhail Kalashnikov, 1947.



## GOOGLE



google.com/search?q=google  
Sergey Brin and Larry Page, 1998.



## HELLO KITTY



The cat that defined cute.  
Correction: the kid in a cat suit  
that defined cute. Yuko Shimizu's  
brand character, 1974.



The Metagame.

## THE THUNDERDOME



"Two men enter, one man leaves."  
- Fictional architecture from  
George Miller and George  
Ogilvie's film *Mad Max Beyond  
Thunderdome*, 1985



The Metagame.

## SGT PEPPER'S LONELY HEARTS CLUB BAND

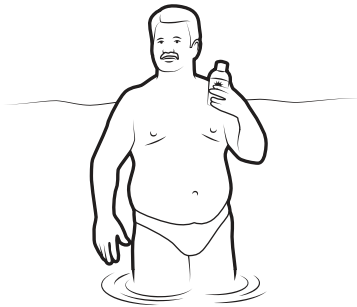


Lucy in the Sky with Diamonds is  
absolutely not a reference to LSD.  
The Beatles' classic album, 1967.



The Metagame.

## SPEEDO BATHING SUIT



Less is not always more. Men's  
swimsuits from Alexander  
MacRae's company, 1928.



The Metagame.

## ACTION COMICS #1

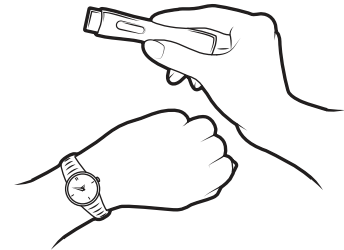


Superman's first appearance.  
Original price: 10 cents. Now  
worth \$2.16 million. DC Comics,  
1938.



The Metagame.

## THE HOME PREGNANCY TEST



Want to see the future? Pee on  
a stick. Judith Vaitukaitis and  
Glenn Braunstein, 1977.



The Metagame.

## RIVERDANCE

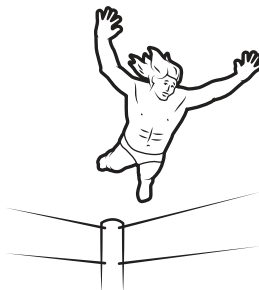


The 1994 Irish dance phenomenon  
that brought fancy footwork and  
flouncy blouses to the world.



The Metagame.

## PROFESSIONAL WRESTLING



Soap opera or sporting event?  
You decide. Athletic spectacle,  
originated circa 1830.



The Metagame.

## PSYCHO



After Hitchcock's 1960 cinematic  
thriller, the phrase "shower scene"  
would never be the same again.



The Metagame.

## DIANETICS



L. Ron Hubbard's bestselling 1950 self-help book that shaped Scientology. (Snarky joke withheld for legal reasons.)



## HIGGS BOSON

Drawn to scale

A subatomic particle with positive parity and zero spin, not to be confused with politicians. Discovered 2012.



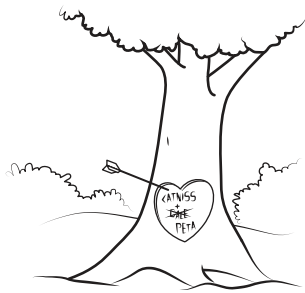
## THE WHITE HOUSE



James Hoban's 1800 presidential mansion is redecorated every four to eight years, based on prevailing popular tastes.



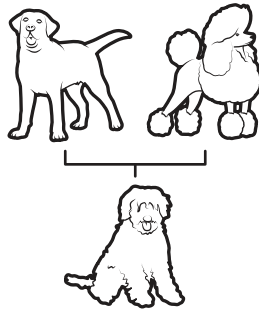
## THE HUNGER GAMES



2008 young adult book series by Suzanne Collins, featuring teenage death matches, evil game designers and sweet, sweet first love.



## LABRADOODLE



Genetic engineering, thy name is Labradoodle. Dog breed by Wally Conron, 1988.



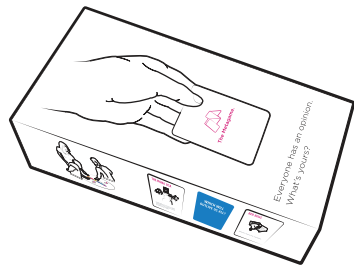
## 4' 33"



Signature 1952 musical composition by John Cage. Four minutes and thirty-three seconds of silence.



## THE METAGAME



This. Local No. 12, 2015.



## THE SUPER BOWL



Advertisements and a halftime show with a bit of football in between. The National Football League's annual championship, since 1967.



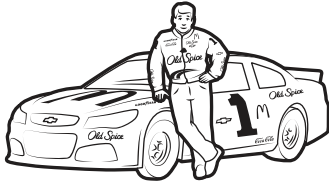
## DAS KAPITAL



In his 1867 book, Karl Marx postulated that capitalism exploits labor. Later proven true by John Maynard Keynes, Ronald Reagan and Walmart.



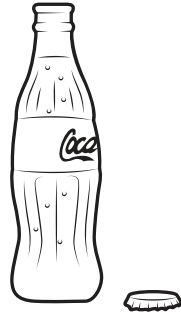
## NASCAR



60% of NASCAR fans are men. 79% are white. 100% like cars that go fast. The National Association of Stock Car Racing, founded by Bill France, Sr. 1948.



## COCA-COLA



Bubbly caffeinated caramel-colored sugar water. Just like nature intended. The Coca Cola Company, 1886.



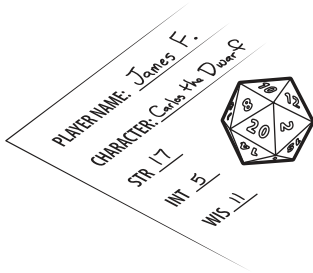
## THE CABBAGE PATCH



1987 dance craze involving circular fist-churning. Transitions into a Running Man or an Alf.



## DUNGEONS & DRAGONS



Groundbreaking 1974 role-playing game by Dave Arneson and Gary Gygax. Nice charisma.



## MEDICAL MARIJUANA



Side effects may include dry mouth, loss of short-term memory and dry mouth. First legalized in the US, 1996.



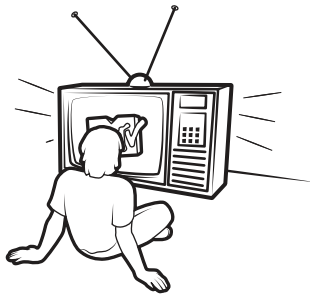
## THE MUSTACHE



Timeless icon of ironic masculinity.



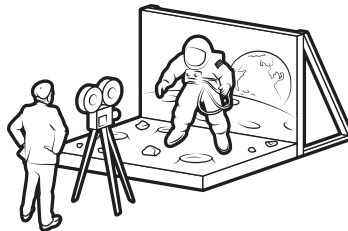
## MTV



First video killed the radio star. Then reality TV killed music videos. Robert W. Pittman, first broadcast 1981.



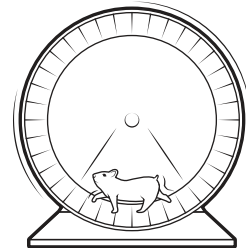
## THE MOON LANDING



One giant leap for mankind." Because giant leaps are SO HARD in low gravity. NASA, 1969.



## HAMSTER WHEEL



Rodent exercise machine or metaphor for modern life? Circa 1949.



## THE THEORY OF RELATIVITY



Mass is energy. Space is curved. Mind is blown. Albert Einstein, 1905 (Special) and 1915 (General).



## THE LORD OF THE RINGS



How do you say “genre-defining” in Elvish? J.R.R. Tolkien’s influential 1954 literary fantasy trilogy.



## THE NUTCRACKER SUITE



When sugar plum fairies were sugar plum fairies and nutcrackers were nutcrackers. Tchaikovsky’s 1892 ballet.



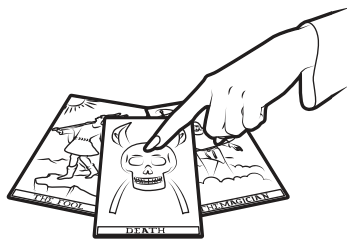
## ANY CELINE DION SONG



From boundless optimism to unquenchable hope, they cover the entire emotional range. First single 1982.



## TAROT CARDS



Playing cards, 15th Century. Divination tool, 18th Century. Now a revenue stream for your neighborhood psychic.



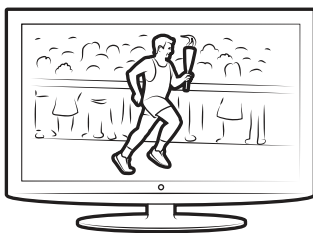
## A COSMOPOLITAN



Vodka, triple sec, cranberry juice, and lime. Plus a dash of hangover. 1970s.



## THE OLYMPIC GAMES



Every four years, the world settles its differences with Curling, Dressage and Synchronized Swimming. First modern games, 1896.



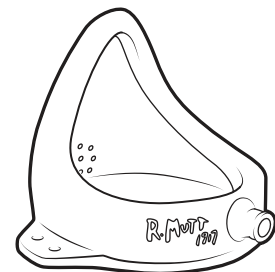
## FOX NEWS



“Fair and Balanced.” Roger Ailes, first broadcast 1996.



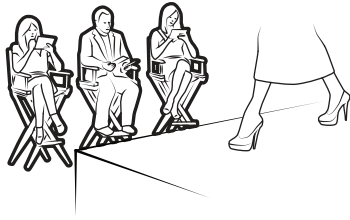
## FOUNTAIN



In 1917, Marcel Duchamp shocked the world by exhibiting a urinal as art.



## PROJECT RUNWAY



Fashion reality TV series created by Eli Holzman in 2004. Like a cooking show for clothes.



## THE SCREAM



Art is terrifying. Edvard Munch's expressionist masterpiece painting, 1895.



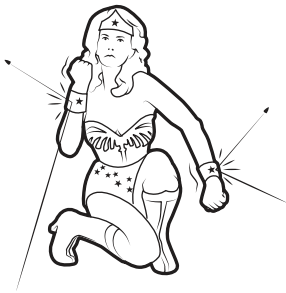
## DISNEYLAND



Adventureland, Frontierland, Fantasyland, Tomorrowland. One mouse to rule them all. Walt Disney, 1955.



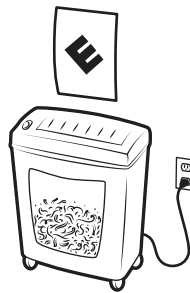
## WONDER WOMAN



Wonder Woman conquered comic book Nazis in the 1940s, but couldn't escape cheesy TV in the 1970s. Elizabeth and William Marston, 1941.



## ENRON



Taking creative accounting to new heights. Scandal-ridden American energy corporation, 1985-2004.



## COMIC SANS

# Comic Sans

Vincent Connare's typeface is the business casual of fonts.



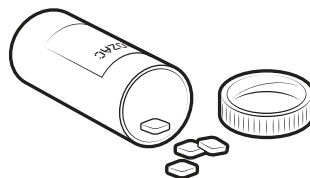
## THE LITTLE BLACK DRESS



One dress, every occasion. Coco Chanel, 1920s.



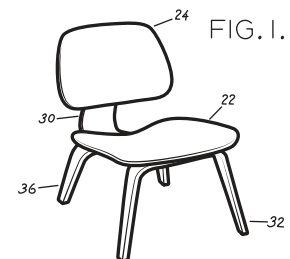
## PROZAC



Cure for the common life. Eli Lilly and Co., 1987.



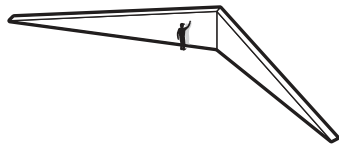
## EAMES LOUNGE CHAIR WOOD



The elegant 1946 plywood chair by Charles and Ray Eames was meant to democratize design. Too bad you can't afford one.



## THE VIETNAM VETERANS MEMORIAL

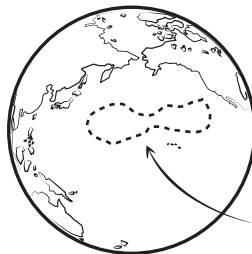


Maya Lin's 1982 Washington DC monument makes a powerful statement with only names and dates on a wall.



The Metagame.

## THE GREAT PACIFIC GARBAGE PATCH

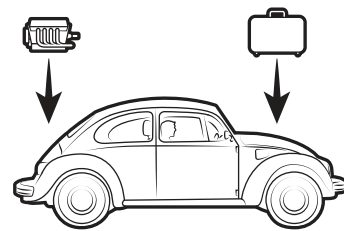


A continent-sized soup of plastic debris. Not humanity's proudest moment. Discovered 1997.



The Metagame.

## VW BEETLE

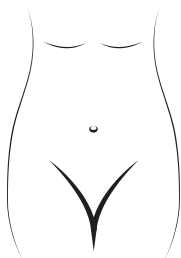


Commissioned by Hitler, loved by hippies. Volkswagen, 1938.



The Metagame.

## THE VAGINA MONOLOGUES

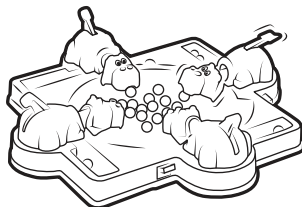


Eve Ensler's 1996 feminist play including these monologues: My Angry Vagina, Reclaiming Cunt and Because He Liked to Look At It.



The Metagame.

## HUNGRY HUNGRY HIPPOS

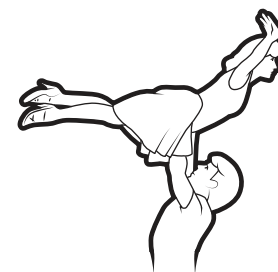


"It's a race. It's a chase, hurry up and feed their face!" - Jingle for Fred Kröll's 1978 game



The Metagame.

## DIRTY DANCING

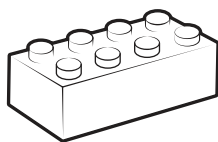


"Nobody puts Baby in a corner!" - Patrick Swayze in Emile Ardolino's 1987 coming-of-age film



The Metagame.

## LEGOS

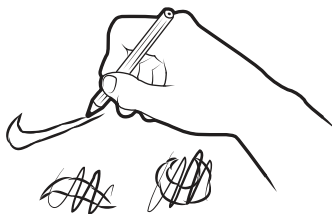


There are 62 Lego bricks for every living person. Ole Kirk Christiansen's construction toy, patented 1958.



The Metagame.

## THE NIKE SWOOSH

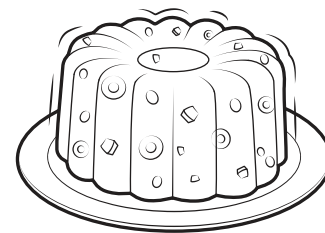


Carolyn Davidson's 1971 logo, synonymous with speed, elegance and the corporatization of sport.



The Metagame.

## JELL-O



A fun dessert extracted from boiled bones, connective tissues and other animal products. Kraft, 1845.



The Metagame.

COMPLETELY  
INAPPROPRIATE.



SHINY.



FILE UNDER  
\_\_\_\_\_.



PURE EVIL.



WHICH KICKS  
THE MOST ASS?



BEST EMBODIES  
THE SIN OF  
\_\_\_\_\_.



WHICH IS  
IMPOSSIBLE  
TO UNDERSTAND  
WITHOUT EXPERT  
GUIDANCE?



EVIDENCE THAT  
OUR SOCIETY IS  
ALL SCREWED UP.



WHICH SAYS  
MORE ABOUT  
GENDER?





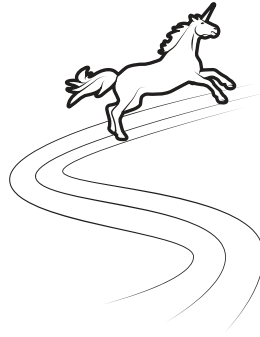
## LOLCATS



2007 meme proving once and for all that cats are funnier than dogs. On the Internet.



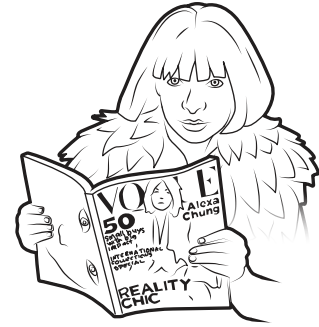
## UNICORNS



The narwhal of the forest. First recorded mention 390 BCE.



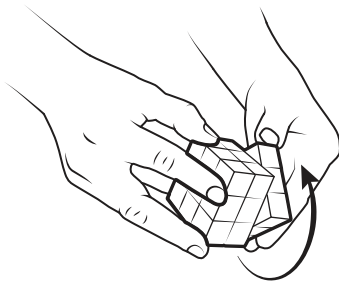
## VOGUE



The devil wears Prada and definitely reads *Vogue*. Magazine first published by Arthur Turnure in 1892.



## RUBIK'S CUBE



Ernő Rubik's 1974 puzzle has 43,252,003,274,489,856,000 possible combinations.



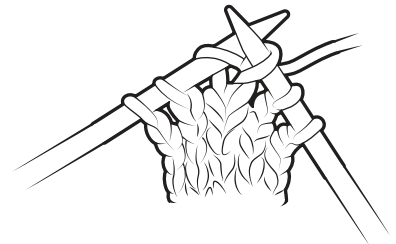
## HEROIN



H. Smack. Horse. Brown. Black. Tar. First synthesized 1874.



## KNITTING



A sewing technique from 3rd century Egypt. Now used mostly for iPhone cozies.



## PEANUTS



Charlie Brown, existential philosopher. Charles M. Schulz, classic cartoonist. 1950.



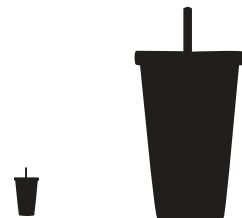
## CROCS



"It looks like a plastic hoof. How can you take that seriously?"  
- Tim Gunn on the ubiquitous 2002 foam shoe



## BIG GULP



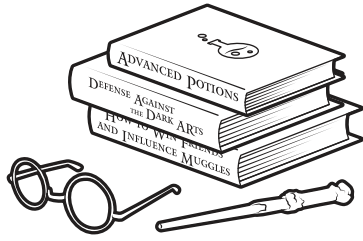
Fountain Drink, 1955  
(7 oz.)

Big Gulp, 2014  
(128 oz.)

More liquid than the human stomach can hold. 7-Eleven, 1980.



## HARRY POTTER



J.K. Rowling's book series in which young wizards learn life lessons and battle trolls. First conjured in 1997.



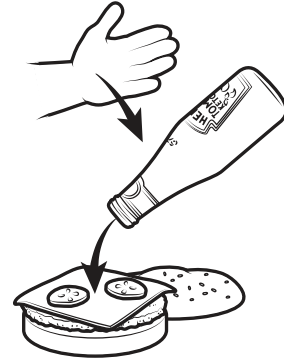
## DOC MARTENS 8-EYE BOOTS



What well-dressed skinheads, grunge rockers and postal workers have in common. Klaus Mårten, 1947.



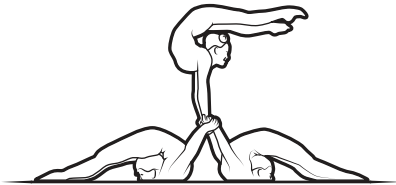
## HEINZ KETCHUP



Condiment with a bottle exit speed of 0.0125 miles per second. Henry John Heinz, 1869.



## A CIRQUE DU SOLEIL SHOW



This Canadian troupe dresses up circus traditions from around the world in colorful spandex outfits. Founded 1984.



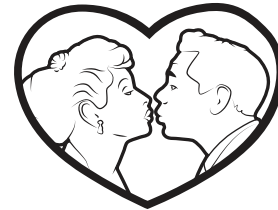
## TWITTER



#microblogging #2006 @Jack



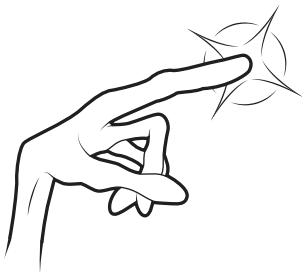
## I LOVE LUCY



"Instead of divorce lawyers profiting from our mistakes, we'd profit from them."  
- Lucille Ball on the television-defining 1951 sitcom



## E.T. THE EXTRA-TERRESTRIAL



The story of a lost alien and his delicious Reese's Pieces. Stephen Spielberg's heartwarming film, 1982.



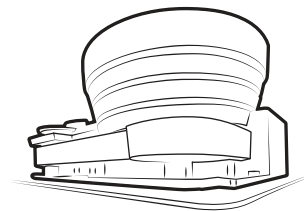
## ANY JOURNEY ALBUM



1973 rock band. Don't stop believin'.



## THE SOLOMON R. GUGGENHEIM MUSEUM



Frank Lloyd Wright's iconic 1959 museum is an inspiring place to experience fine art.



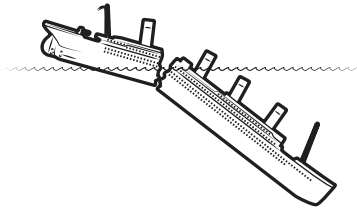
## BEETHOVEN'S FIFTH SYMPHONY



Da da da DUM. 1808.



## TITANIC



Boy meets girl. Ship meets iceberg. James Cameron's 1997 romantic disaster movie.



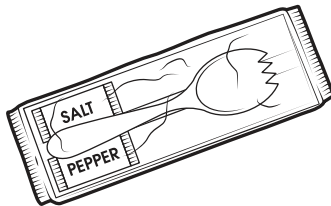
## WAGNER'S RING CYCLE



Angry giants, vengeful gods and winged Valkyrie warriors. Singing. Wagner's epic 1869 four-opera cycle.



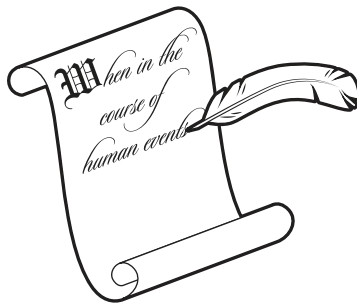
## THE SPORK



What happens when the fork runs away with the spoon. Cutlery implement, first patented 1874.



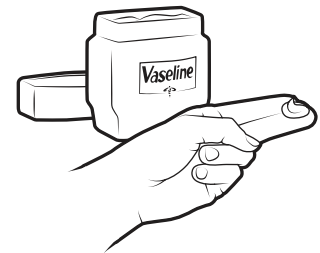
## THE DECLARATION OF INDEPENDENCE



"Life, liberty, and the pursuit of happiness." Not bad for a bunch of old white guys. 1776.



## VASELINE



Everyone's favorite petroleum-based product. 1870, Robert Chesebrough.



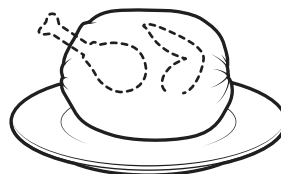
## HULA HOOP



"You know, for kids."  
- *The Hudsucker Proxy's* Norville Barnes on Richard Knerr and Arthur "Spud" Melin's 1958 circular toy



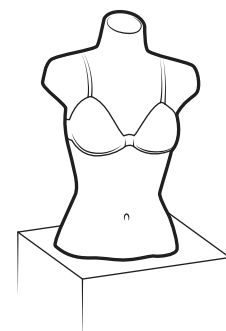
## TOFURKY



A turkey of the rare tofu variety. Turtle Island Foods, 1995.



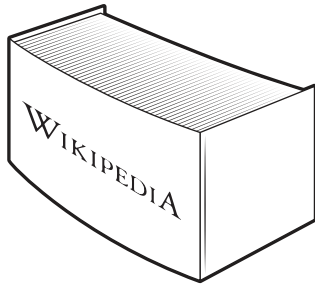
## THE WONDERBRA



Your breast friend. Invented in 1935 by Israel Pilot.



## WIKIPEDIA



Where most of these Metagame factoids come from. Larry Sanger and Jimmy Wales' communally-authored Internet resource, 2001.



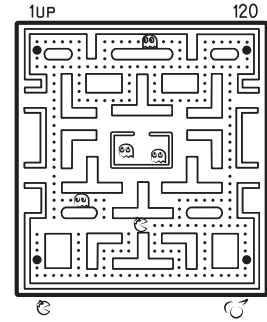
## THE COSBY SHOW



Starring Bill Cosby, his television family and his shockingly ugly sweater collection. Sitcom by Bill Cosby, Michael Leeson and Ed Weinberger, 1984.



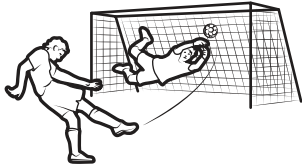
## MS. PAC-MAN



The first videogame sequel. If only every sequel involved changing the gender of the protagonist. Midway, 1982.



## SOCCER



This card should be called Football but it would confuse the Americans. Ancient team sport, formalized in 1863.



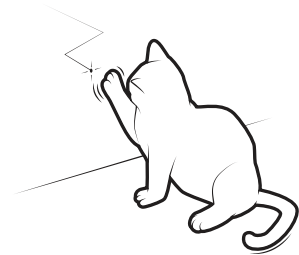
## SESAME STREET



A grouch in a trash can and a giant bird teach kids to read. Joan Ganz Cooney and Lloyd Morrisett's TV series, 1969.



## LASERS



Light Amplification by Stimulated Emission of Radiation. Now you know. 1960.



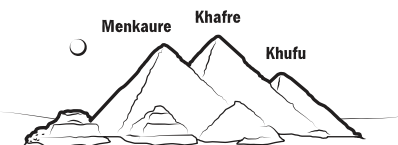
## TWILIGHT



2005 book series by Stephenie Meyer about brooding, baseball-playing teen vampires.



## THE PYRAMIDS OF GIZA



Incredibly big houses for some dead people. 2560 BCE.



## GONE WITH THE WIND



When you play this card, you are NOT allowed to say anything about not giving a damn. Victor Fleming's epic 1939 Civil War period film.



## THE IPHONE

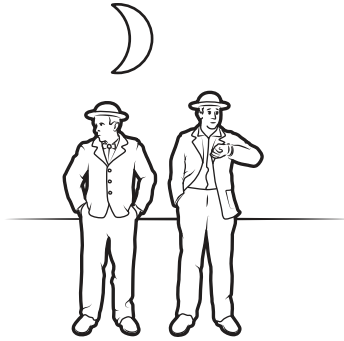


Apple's 2007 camera, music player, game console, Internet communications device and occasional cell phone.



The Metagame.

## WAITING FOR GODOT

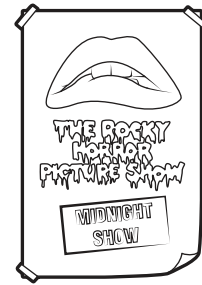


Samuel Beckett's 1953 play about the absurd futility of existence. Spoiler alert: Godot never comes.



The Metagame.

## THE ROCKY HORROR PICTURE SHOW

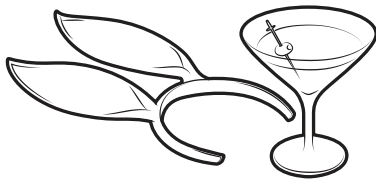


"I'm just a sweet transvestite from Transsexual, Transylvania."  
- Frank N. Furter in Sharman and O'Brien's 1975 cult musical film



The Metagame.

## PLAYBOY

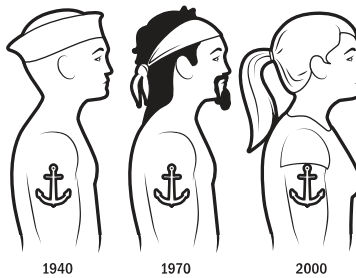


"A woman reading Playboy feels a little like a Jew reading a Nazi manual." - Gloria Steinem on Hugh Hefner's 1953 girlie mag



The Metagame.

## TATTOOS



"Be a good-looking corpse. Leave a good-looking tattoo."  
- Actor Ed Westwick



The Metagame.

## NEVER MIND THE BOLLOCKS, HERE'S THE SEX PISTOLS



"I'm surprised we aren't in jail for treason." - Johnny Rotten on the Sex Pistols' 1977 seminal punk album



The Metagame.

## THE WIZARD OF OZ



"...we're not in Kansas anymore."  
- Dorothy, in Victor Fleming's classic 1939 film



The Metagame.

## ELVIS IMPERSONATORS

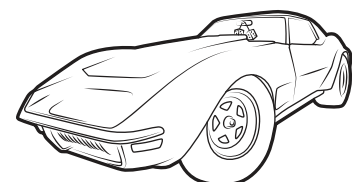


Like Elvis, but not quite. Originated 1950s.



The Metagame.

## CORVETTE



Chevrolet's 1953 car was molded from fiberglass to ensure sleek curves and impossibly expensive repairs.



The Metagame.

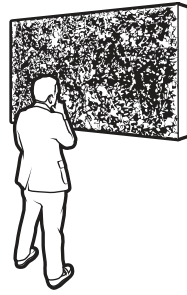
## SAVED BY THE BELL



Only on TV could a jock, a nerd, a cheerleader, a schemer, an activist and a fashionista be best friends. Sitcom created by Sam Bobrick, 1989.



## A JACKSON POLLOCK PAINTING



"The painting has a life of its own. I try to let it come through."  
-Jackson Pollock on his drip painting process, 1956



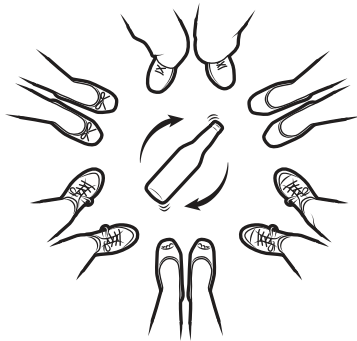
## THE WORLD TRADE CENTER



Built in 1973 by architect Minoru Yamasaki and destroyed in 2001, the Twin Towers were first hated, then beloved and are now missed.



## SPIN THE BOTTLE



Teenage smooching game, circa 1950. When kissing could get you pregnant.



## SPAM



A precooked meat product in a can. What's not to like? Hormel, 1937.



## LEG WARMERS



Adding that distinctive thick and ruffled silhouette to fashion. David Lee, 1980.



## THE DAILY SHOW



TV news spoof that demonstrates how fake the real news can be. Madeleine Smithberg and Lizz Winstead, 1996.



## EMAIL SPAM

- Dear lucky winner
- Nigerian prince needs your help
- Follow this diet tip to reduce diab
- Your wife need your attention?
- Pokerbot will allow you to win
- Tea bag cruiser

Alert! Play this card now to fix your limp, overweight, cheating Metagame. First hit inboxes in the 1990s.



## WEST SIDE STORY



1957 Broadway hit about warring NYC gangs by Bernstein, Laurents, Robbins and Sondheim. #sharksrule



## THE BREAKFAST CLUB



Don't you forget about me. John Hughes' 1985 film about five high school teens brought together by detention.



The Metagame.

## SMELLS LIKE TEEN SPIRIT

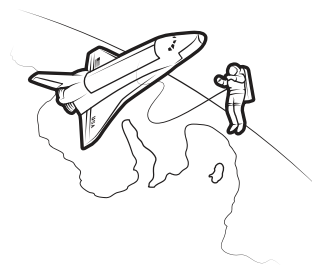


An anthem for generation ironic. Nirvana's grunge single, 1991.



The Metagame.

## SPACE SHUTTLE

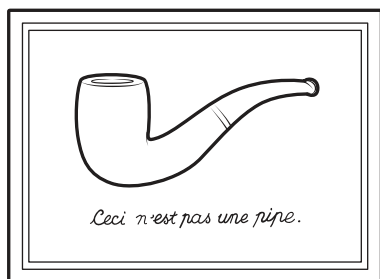


Now that the space shuttle is grounded, how are astronauts supposed to get to work? NASA, first flight 1981.



The Metagame.

## THE TREACHERY OF IMAGES



This is not a Metagame card about René Magritte's playfully conceptual 1929 painting.



The Metagame.

## HELVETICA

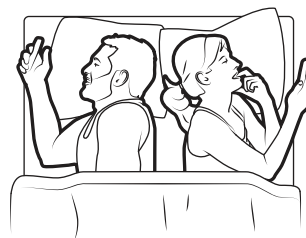
# Helvetica

The 1957 typeface by Max Miedinger. So elegant it's almost invisible.



The Metagame.

## SEXTING



What 21st century politicians do with cell phones. Circa 2005.



The Metagame.

## SATURDAY NIGHT FEVER



When disco dancing and white bell-bottoms were the definition of Brooklyn hipster. John Badham's 1977 film.



The Metagame.

## THRILLER

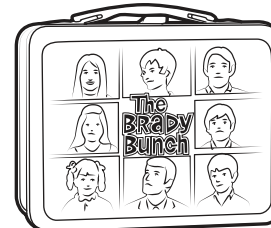


One bejeweled glove, number one album of all time. Michael Jackson, 1982.



The Metagame.

## THE BRADY BUNCH

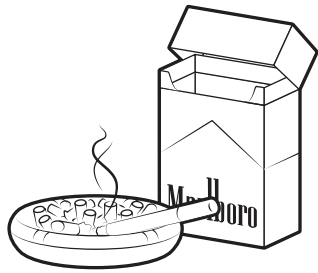


Bobby, Peter, Greg, Cindy, Jan, and Marcia, Marcia, Marcia! Sherwood Schwartz's 1969 sitcom about a typical American family.



The Metagame.

## MARLBORO CIGARETTES



Sexy death-sticks. 1904, Philip Morris, USA.



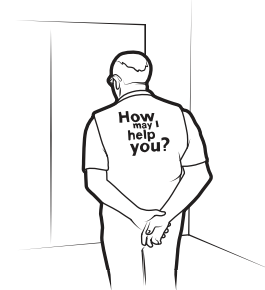
## MAUS



Art Spiegelman's groundbreaking 1991 series showed that comics can take on serious subjects. And that cats are Nazis.



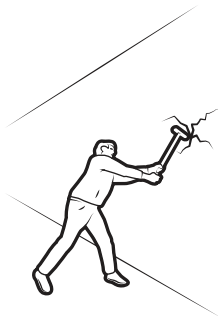
## WALMART



\$447 billion in revenue from Sam Walton's 1962 retail chain would make it the 27th richest country in the world. (Sorry, Austria.)



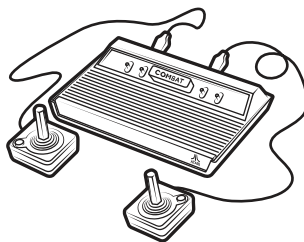
## THE BERLIN WALL



The most symbolic means of dividing a people. Ever. Constructed 1961.



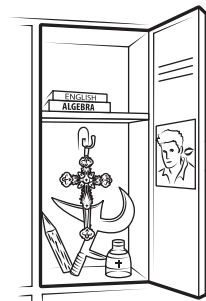
## ATARI 2600



Long live the joystick. Atari, Inc., 1977.



## BUFFY THE VAMPIRE SLAYER



Joss Whedon's 1997 TV series in which high school students fall in love, cram for exams and destroy ancient hellspawn.



## ATLAS SHRUGGED



"There are two sides to every issue: one side is right and the other is wrong..." - From Ayn Rand's 1957 aggressively philosophical sci-fi novel



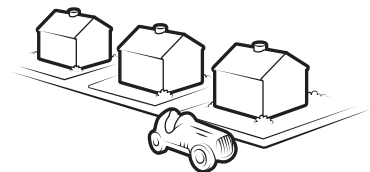
## ROMEO AND JULIET



Boy meets girl. Boy dies. Girl dies. William Shakespeare's theatrical tragedy, 1597.



## MONOPOLY



Parker Brothers' 1933 capitalist fantasy boardgame was based on Elizabeth Magie's 1903 game protesting economic conditions. Ironic.





## STARRY NIGHT



"A star-spangled sky, for instance, that's a thing I would like to try to do..." - Vincent Van Gogh on his 1889 painting



The Metagame.

## SURVIVOR

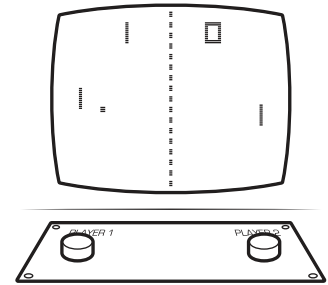


The tribe has spoken. Mark Burnett's influential 2000 reality series has still not been voted off the island.



The Metagame.

## PONG

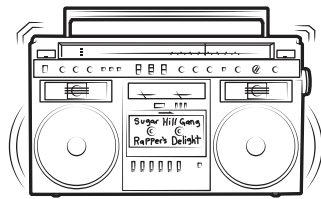


Hi-res graphics in 1972. Allan Alcorn's pioneering videogame.



The Metagame.

## RAPPER'S DELIGHT



"I said a hip, hop, the hippie, the hippie, to the hip hip hop and you don't stop." - Sugar Hill Gang's trailblazing 1979 rap single



The Metagame.

## IKEA FURNITURE

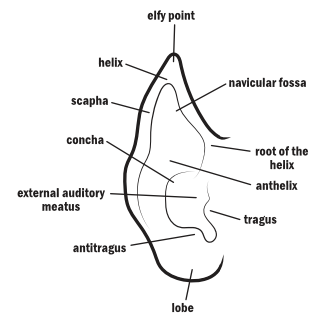


One Billy bookcase is sold every 10 seconds. Furniture company founded by Ingvar Kamprad, 1943.



The Metagame.

## ELVES

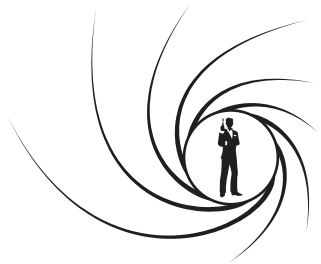


What Keebler and Tolkien have in common. Circa 5th century.



The Metagame.

## JAMES BOND FILMS

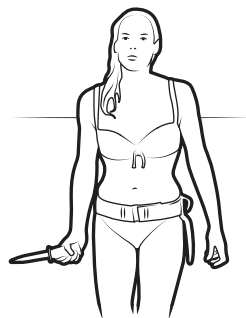


Where we learned how to order our martinis. Film series based on Ian Fleming's secret agent character, 1962.



The Metagame.

## BIKINI

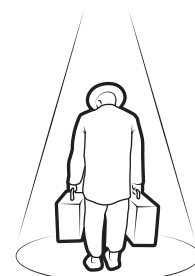


"The bikini is the most important thing since the atom bomb."  
- Diana Vreeland on Louis Réard's 1946 invention



The Metagame.

## DEATH OF A SALESMAN



"I realized what a ridiculous lie my whole life has been."  
- From Arthur Miller's seriously depressing 1949 play



The Metagame.

WHICH IS  
THE MOST META?



The Metagame.

WHICH LULLS  
YOU INTO  
COMPLACENCY?



The Metagame.

WHICH COULD  
BE THE BASIS  
OF A CULT?



The Metagame.

COULD HAVE  
BEEN MADE  
BY A CHILD.



The Metagame.

WINS THE MOST  
HEARTS & MINDS.



The Metagame.

SYMBOL OF  
THE \_\_\_\_\_  
LIFESTYLE.



The Metagame.

WHICH IS  
HOTTER?



The Metagame.

THE BEST  
EXPLANATION  
FOR \_\_\_\_\_.



The Metagame.

A PERFECT MATCH  
FOR \_\_\_\_\_.



The Metagame.

WHICH IS  
RESPONSIBLE  
FOR THE FRAYING  
OF OUR MORAL  
FABRIC?



WHICH SPEAKS  
UNIVERSALLY  
TO EVERYONE?



MAKES MEN FEEL  
INSECURE ABOUT  
THEIR \_\_\_\_\_.



VOTED MOST  
LIKELY TO  
\_\_\_\_\_.



SQUISHY.



IS  
FUNDAMENTALLY  
MISUNDERSTOOD.



SALTY.



INSTILLS  
A SENSE  
OF MALAISE.



WHAT WOULD  
\_\_\_\_\_ DO?



BRINGS OUT  
\_\_\_\_\_ FEELINGS.



¿QUE ES  
MAS MACHO?



WHICH BETTER  
CAPTURES THE  
ZEITGEIST  
OF ITS TIME?



MOST LIKELY  
TO BE FOUND  
AMONG THE RICH  
AND FAMOUS.



EVERYBODY  
SHOULD  
HAVE ONE.



WHICH WILL  
OUTLIVE  
US ALL?



MORE MYTH  
THAN FACT.



4 OUT OF  
5 \_\_\_\_\_  
RECOMMEND THIS.



UNSAFE AT  
ANY SPEED.



IF THIS WERE  
AN ANIMAL,  
IT WOULD BE  
A \_\_\_\_\_.



WOULD MAKE  
THE STRANGEST  
FETISH EVER.



MOST  
ENLIGHTENED.



A SUITABLE  
SUBSTITUTE FOR  
\_\_\_\_\_.



WHICH IS MOST  
OPPRESSIVE?



WHICH HAS  
THE MOST  
EMPTY CALORIES?



THIS IS THE LAST  
THING \_\_\_\_\_  
THINKS ABOUT  
BEFORE GOING  
TO SLEEP.



WHICH IS BEST AT  
DECONSTRUCTING  
THE DOMINANT  
HETERO-  
PATRIARCHAL  
PARADIGM?



WHICH IS  
SIMPLY THE MOST  
BEAUTIFUL?



WHICH IS  
MOST MAGICAL?



WHICH IS  
MOST SQUARE?



HOPELESSLY

\_\_\_\_\_.



WHICH WOULD  
MARX APPROVE?



WHICH IS  
A SIGN OF THE  
APOCALYPSE?



WHICH IS  
THE BEST ICON  
FOR THE DECADE  
OF THE \_\_\_\_\_?



MAKES  
THE PERFECT  
ADVERTISEMENT  
FOR \_\_\_\_\_.



WHICH WOULD  
FREUD WANT?



WHICH SHOULD  
BE REQUIRED  
IN SCHOOLS?



WHICH IS MORE  
FABULOUS?



The Metagame.

YOU CAN FIND  
THIS UNDER THE  
DICTIONARY  
DEFINITION FOR

\_\_\_\_\_.



The Metagame.

A TRADITION  
HANDED DOWN  
FROM FATHER  
TO SON.



The Metagame.

MOST FUN  
AT PARTIES.



The Metagame.

MORE STYLE THAN  
SUBSTANCE.



The Metagame.

MAKES  
\_\_\_\_\_ PEOPLE  
UNCOMFORTABLE.



The Metagame.

LOVED BY  
PIRATES.



The Metagame.

WHICH EXPRESSES  
THE INEXPRESSIBLE?



The Metagame.

MAKES  
YOU THINK  
OF THE COLOR

\_\_\_\_\_.



The Metagame.

SPARKS \_\_\_\_\_  
AMONGST  
FRIENDS.



WHICH WOULD  
YOU WANT  
TO FIND  
IN BED?



WHICH IS  
A BETTER TOOL  
FOR DICTATORS?



LADIES LIKE  
THIS FOR ITS  
\_\_\_\_\_.



WHICH IS  
MOST USEFUL  
ON A DESERT  
ISLAND?



WHICH IS  
A LEADING CAUSE  
OF DEATH?



WHICH HAS  
THE MOST  
SUBVERSIVE  
POTENTIAL?



WASH  
YOUR HANDS  
AFTER USING.



BEST ENJOYED  
BY A \_\_\_\_\_  
YEAR OLD.





**PROOF THAT  
ABSOLUTE POWER  
CORRUPTS  
ABSOLUTELY.**



**WHICH WILL SAVE  
THE WORLD?**



**YOU CAN BUY  
THIS FOR  
\$\_\_\_\_\_.**



**KID TESTED,  
MOTHER  
APPROVED.**



**WHICH GOES  
BEST WITH  
A BEER AND  
HOT DOG?**



**TASTES LIKE  
\_\_\_\_\_.**



**THE VOICE  
OF AUTHORITY.**



**BEST DRESSED.**



**KILLS \_\_\_\_\_.**



**BEST DEFENSE  
AGAINST BULLIES.**



**THE THING THAT  
EVERYONE LOVES  
TO HATE.**



**WHICH IS  
THE ICON  
FOR THE NATION  
OF \_\_\_\_\_ ?**



**IF YOU DON'T  
KNOW THIS, YOU  
ARE CULTURALLY  
CHALLENGED.**



**THE GOLD  
STANDARD FOR  
\_\_\_\_\_ .**



**WHICH IS  
WHISPERED  
IN AWE BY  
THE HIPSTERS  
IN BROOKLYN?**



**TWO WORDS:  
UNINTENDED  
CONSEQUENCES.**



**WHICH GETS  
MORE ACTION?**



**CUTER THAN  
A BABY  
\_\_\_\_\_ .**



PEOPLE HALFWAY  
AROUND  
THE WORLD  
COULD CARE LESS  
ABOUT IT.



WHICH FEELS  
LIKE FIRST LOVE?



WHICH WILL  
GET YOU LAID IF  
YOU MENTION IT?



WHICH  
REPRESENTS  
THE SOUL  
OF AMERICA?



WHICH HAS  
BEEN MORE  
INFLUENTIAL?



THE IDEAL  
ACCESSORY FOR  
PEOPLE WHO  
\_\_\_\_\_.



THE CURE FOR  
\_\_\_\_\_.



BEST REMINDER  
OF OUR  
MORTALITY.



BELONGS IN  
A \_\_\_\_\_.





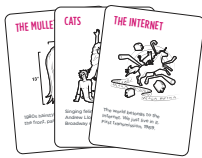
# HOW TO PLAY THE METAGAME



Instructions for playing a whole bunch of different games with a single deck of Metagame cards. Friends not included. Local No. 12, 2015.

## NOT JUST ONE GAME

THE METAGAME is a deck of cards that can be used to play many different games. There are two kinds of cards:



culture cards



opinion cards

When the rules mention a **hand** of cards, it means keep your cards hidden from other players.

## WHICH GAME SHOULD YOU PLAY?

If this is your first time, we recommend **MATCHMAKERS**.

**HISTORY 101** is great for two or more. **HEAD TO HEAD** is designed for three. Most of the games scale up well with big groups of players - especially **MASSIVELY MULTIPLAYER METAGAME**, which is designed for parties and big events.

It also depends on how you like to play. **DEBATE CLUB** and **METAQUILT** will get you arguing. **HEAD TO HEAD** is fast and intense. **HISTORY 101** tests your knowledge.

## WHO GOES FIRST?

If a game asks you to pick a first player, draw a culture card at random. Whoever most recently interacted with some version of what is on the card goes first.

## YOU CAN CHANGE THE RULES

Once you have tried out a few of the official Metagames, we invite you to break some rules or make some new ones. Here are some ideas:

**Stretch it or shrink it.** Add a few rounds to supersize **MATCHMAKERS** into an epic contest. Or turn **HISTORY 101** into a 1-strike-and-you're-out lightening duel.

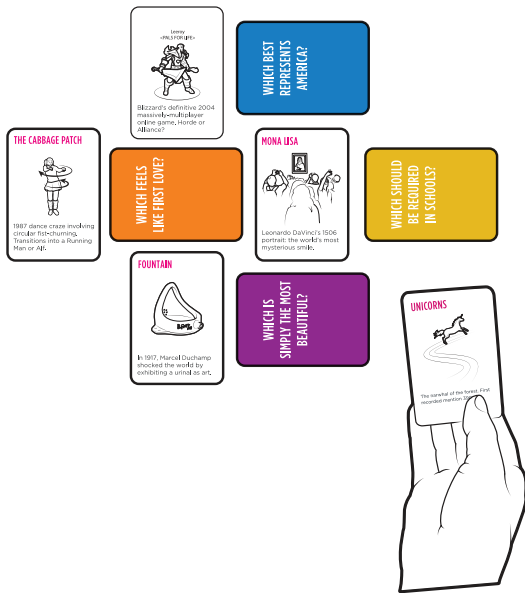
**Add more cards.** If someone doesn't know a card in their hand, let them draw a new one. Or maybe everybody draws more cards in order to have more options.

**Go for speed!** In **MATCHMAKERS**, everyone tries to play their cards as quickly as possible - and if you are left holding the last card, you don't get to play it.

**Get weird.** In **DEBATE CLUB**, players pick the worst card from their hand and give it to another player to argue. Or maybe players argue for their cards with... interpretive dance?

**The drunk version.** When you lose a round, take a drink. Or when you win a round. Or both.

You get the idea. But why stop there? Feel free to invent your own brand-new Metagames from scratch. Power to the players.



It's got strategy. It's got debate. And it turns your tabletop into a crazy-quilt of culture. Lose all your cards to win.

## SETUP

Deal everyone 5 culture cards and 5 opinion cards. Keep your hand hidden - but other players should be able to see how many cards you have. Your goal is to get rid of all of your cards.

Draw and place a single opinion card in the center of the table - this is the start of the quilt. If the starting opinion card has a blank on it, draw another one. Begin with the first player and take turns clockwise.

## ON A TURN

Each turn has 3 phases. When it is your turn:

1. PLAY a card from your hand to the quilt
2. One player can CHALLENGE your card
3. You or your challenger REDUCE your hand

## PLAY A CARD

On your turn, play a card from your hand into the quilt.

In the quilt, culture cards are played vertically and opinion cards are played horizontally. The two types of cards alternate, so culture cards only touch opinion cards (and vice-versa). For example, on the very first turn you can only play a culture card.

If you play a opinion card with a blank, fill it however you want. The blank is filled with your word for the rest of the game.

**When you play a card, try and make it match every card it touches.** To play in the lower-right corner of the example game in the illustration, you need a culture card that *should be required in schools* and *is simply beautiful*. The card doesn't have to be a better match than other cards on the table - it just needs to somehow fit the cards it touches.

## CHALLENGES

When someone plays a card, if you think you have a better match for that particular spot in your hand, you can challenge. The first player to say "CHALLENGE!" and place their supposedly better card face-up on the table gets to make the challenge.

The challenger makes a brief argument for their card. Then the challenged player makes a counter-argument for their own card. On the count of "1-2-3-POINT!" the rest of the players simultaneously point to vote on a winner. On a tie vote, the challenge fails.

**If the challenge succeeds:** The challenger's card is added to the quilt. The challenged card is discarded and the player who played it draws another card of either type.

**If the challenge fails:** The original card is added to the quilt. The challenger discards the card they used in the challenge and as a punishment for the failed challenge draws 2 cards of either type.

## REDUCING YOUR HAND

At the end of every turn (after any challenges are resolved), whoever successfully played a card into the quilt reduces their hand. For every card that the new card in the quilt touches, you reduce your hand by one. So if you played a card that touches 2 cards, you discard 2 cards from your hand.

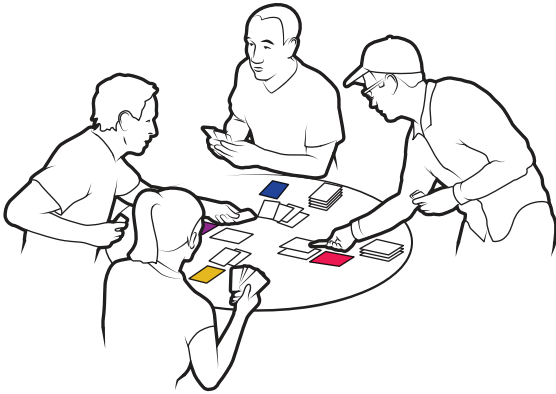
If a challenge was made, whoever won the challenge and successfully placed a card in the quilt gets to reduce their hand. If there was no challenge, then the player who put the unchallenged card into the quilt reduces their hand.

## WINNING

If you successfully play your last card into the Metaquilt you win the game. You CAN win by making a challenge. However, you cannot get rid of your final card by reducing your hand. You can only win by playing your last card into the quilt.

# MATCHMAKERS

 3+  
try this one first!



Each round, match your hand of culture cards to everyone else's opinion cards. Recommended for your first Metagame.

## SETUP

Deal everyone a hand of 4 culture cards. Each player also gets 1 opinion card face-up in front of them.

**For 3 Players:** Each player starts with a hand of 7 culture cards instead of 4. And each player has 2 opinion cards face-up in front of them—not just 1.

## PLAY

Each player reads their opinion card out loud. *If yours has a blank:* as you read the card, make up a word or phrase to fill the blank. Then everyone puts ALL of their culture cards face-down next to the opinion cards of other players to make good matches. (DON'T play on your own cards!) You don't have to play on every opinion card and you can put multiple cards in the same place. There are no turns - everyone plays at the same time.

## JUDGMENT

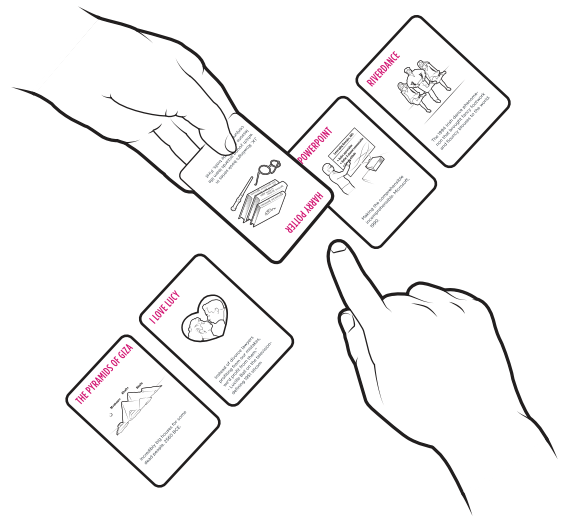
One by one, each player shuffles the culture cards that were played on their opinion card, lays them face-up on the table, and picks their favorite. The judge can explain their decision—but keep quiet about who played which card during judging. If your card was chosen, you win the opinion card PLUS all of the culture cards that were played on it. Keep the cards you win in a scoring pile.

## WINNING

Play 3 rounds. At the end, count all of the cards in your scoring pile—opinion cards AND culture cards. The player with the most cards wins!

# HISTORY 101

 2+



Get your dates straight. A Metagame for 2 or more players about putting culture in the right chronology.

## SETUP

Start the timeline by putting a random culture card face-up on the table. You won't need any opinion cards.

## PLAY

Take turns clockwise around the table. On your turn, the player on your left draws a card and reads it to you—saying “BLANK” for any dates. They can show you the card upon request—just be sure they cover the date!

Then you point at the spot in the timeline where the card should go. If you're right, the card goes into the timeline. If you're wrong, put the card in front of you as a strike.

## FAQ

- *If a card has no date:* discard it and pick another.
- *If there are multiple dates:* use the earliest one.
- *If it's a decade or century:* use the first year of the range.
- *If it has the same date as another card:* it can go on either side of the matching card in the timeline.

## WINNING

When you have 3 strikes you are out of the game. The last surviving player wins.

## DEBATE CLUB

5+



Loudmouths rule. Survive each round by arguing for your card. If the critics don't like what you say, you are knocked out and become a critic, too.

### SETUP

One player starts as the critic. Deal everyone but the critic a hand of 5 culture cards.

### DEBATE

The critic draws 3 new opinion cards, picks one to read out loud, and discards the others. If it has a blank, the critic decides how to fill it. Everyone else selects the best match from their hand and places it face-down on the table. The critic calls on each player one by one. That player reveals their card and argues for a minute or two why their card is the best match.

### JUDGMENT

The critic picks the BEST and the WORST responses, then collects all played cards and discards them.

**The losing player** discards all cards and joins the critic. On future rounds, the growing group of critics judges together. The newest critic selects the next opinion card and breaks tie votes. All surviving players draw a card.

**The winning player** of the round draws an extra card.

### WINNING

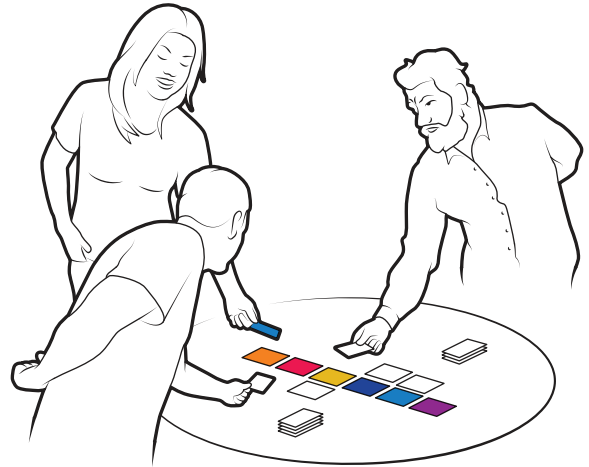
The final player remaining wins the game - and is the starting critic for the next game.

### *Strategy Variant: Starved for Cards*

Players begin with a hand of cards equal to 2 less than the total number of players (i.e., a hand of 3 for 5 players). Deal that many opinion cards face-up in a row. The critic picks one of the face-up cards to use each round. Players do NOT draw any more cards.

## HEAD TO HEAD

3



A high-speed battle of wits for three. You and an opponent race to put your cards on the table.

### SETUP

One player starts as the critic. The critic deals 7 culture cards to the other 2 players, face down in front of each of them in a stack. Then the critic draws opinion cards, discarding any with blanks and redrawing until the critic has a hand of 7. The 2 players put one hand behind their backs - they can't use that hand during the duel. The critic says "READY - GO!" and the duel begins.

### DUEL

The critic starts placing opinion cards face-up in a column. Meanwhile, the other players draw a single card at a time with their free hand and play them face-down next to an opinion card, on their side of the column. They can only have one card next to each opinion card - but they can swap the positions of cards they have already played. The first player to place all of their cards yells "DONE!" The slower player can only play 6 of their 7 cards - they must leave their last card unplayed.

### VERDICT

The critic shuffles the 2 cards played on each opinion card, turns them over, and picks a winner. (Keep quiet about who played which card during judging.) If you win a comparison, keep the opinion card. One of the opinion cards will be an automatic win (for the faster player who got all of their cards out).

### WINNING

Play 3 rounds - each player is the critic once. Whoever won the most opinion cards wins the game.



## MASSIVELY MULTIPLAYER METAGAME

👤 5-33+



A highly social Metagame. Play it over dinner conversation or at big parties and events. Like the name says, it works with hundreds or even thousands of players.

### SETUP

Players get a hand of 6 culture and 3 opinion cards.  
Your goal: win debates and collect the most culture cards.

### START A DEBATE

At any time, anyone can say “DEBATE THIS!” and reveal an opinion card and become the instigator of a debate.

If there is a blank on the opinion card, the instigator fills it however they want. The first 2 players to jump in and show a culture card will debate. Each debater has a minute to argue for their card. The instigator moderates.

### JUDGMENT

Anyone nearby can vote on who was more persuasive. The instigator’s vote breaks any ties. The winner of the debate takes the loser’s culture card.

### WINNING

At the end of the party or event, the player with the most culture cards is the victor.

**Tips for big events:** Yes, we really have played this with thousands of players—and it works!

- Distribute cards to everyone as they arrive.
- Demonstrate how to play to everyone.
- Hold a final tournament to determine the champion.
- Each basic set supports 33 players (+6 per expansion).

## THINK-ALIKE

👤 2+



Get on your partner’s wavelength so you both pick the same card. With two players, it’s cooperative - with more, each pair plays as a team.

### SETUP

Sit down next to your partner. Place both kinds of cards face-down in separate stacks. **If you only have 2 players:** Deal one stack of 7 opinion cards face-down on the table.

### PLAY

**Each team of 2 takes a separate turn.** On your turn:  
**FIRST:** reveal 1 opinion card. If there is a blank, you and your partner fill it in with any word or phrase.  
**THEN:** deal 2 culture cards face-up below the opinion card. *At this point, no talking with your partner!*

Each team member silently picks which culture card is best for the opinion card. The card to the left is **one** and the card to the right is **two**. Count “ready, set, GO!” and put out one or two fingers, revealing your selection.

**If you both pick the same card** - You advance! Discard all cards you used. Next round deal 3 culture cards.

**If you don’t match** - It’s OK! Discard all cards you used. Next round, use the same number of culture cards.

### WINNING

**2 players:** Keep advancing up to 3, 4, and 5 cards. If you make a match at 5 cards - before the stack of 7 opinion cards run out - you win!

**Teams:** Each pair takes turns, advancing 1 more card if they make a match. After one team gets a match with 5 culture cards, every other team gets one more turn. If only 1 team has matched 5 cards, they win!

**If there is a tie:** The tied teams play SUDDEN DEATH rounds, everyone using the same set of 5 culture cards. If any team matches, the teams that didn’t match are knocked out. Survivors win.