THE METAGAME PRINT & PLAY

PRINT THE CARDS

Print out the cards on pages 6 - 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 29 - 40). This will makes it easier to tell the decks 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 - 5) on regular paper.

HELP US OUT

You are getting early access to this exclusive print & play edition of The Metagame because you are one of our amazing Kickstarter backers. We need your help in spotting typos - and any other feedback is welcome, too! Visit metaga.me/feedback and send us your thoughts.

CONNECT

Visit www.metaga.me for more info about the game. Get social with The Metagame:

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#TheMetagame

TheMetagame

@localno12

THANKS

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

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

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

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 works with hunreds or even thousands of players.

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

If a game's too short, play a few more rounds. If you want more cards in your hand, let everyone draw a few more. If it's too serious, make it a drinking game. Rules were made to be modded. Power to the players.

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.

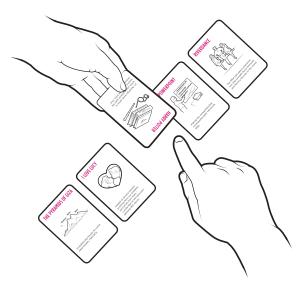
JUDGMENT

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 1 round for each player. 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



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 to 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 are wrong, put the card in front of you as a strike.

WINNING

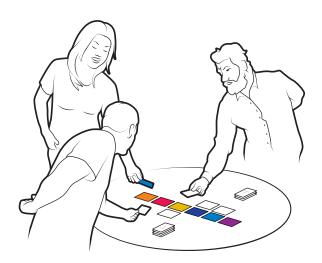
When you have 3 strikes you are out of the game. The last surviving player wins.

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.

DEBATE CLUB





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. The 2 players put one hand behind their backs – they can't use that hand during the duel. Then the critic draws opinion cards, discarding any with blanks and redrawing until the critic has a hand of 7. 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 a 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.

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 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 makes all decisions together (the newest critic 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.

Variation: THE HUNGER GAME

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.

MASSIVELY MULTIPLAYER METAGAME



\$ 5-25+

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

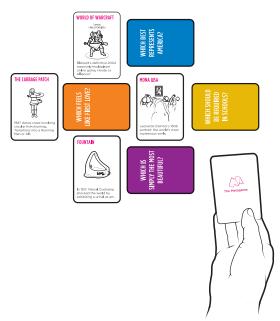
At the end of the party or event, the player with the most culture cards is the victor. (*Note: players are free to trade opinion cards however they want.*)

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 the game and hand out the rules.
- Hold a final tournament to determine the champion.
- Each main deck supports 33 players (+6 per expansion).

METAQUILT





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 sideways 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 viceversa). 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 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.

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.

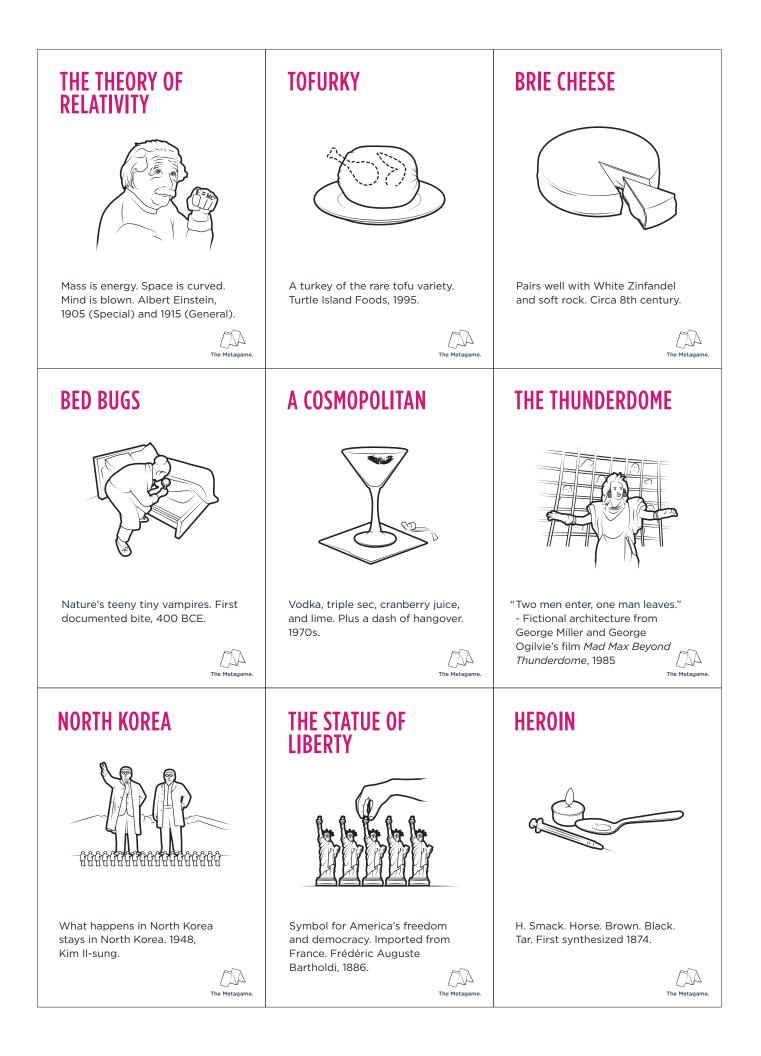
REDUCING YOUR HAND

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 discard. If there was no challenge, then the player who put the unchallenged card into the quilt gets to discard.

WINNING

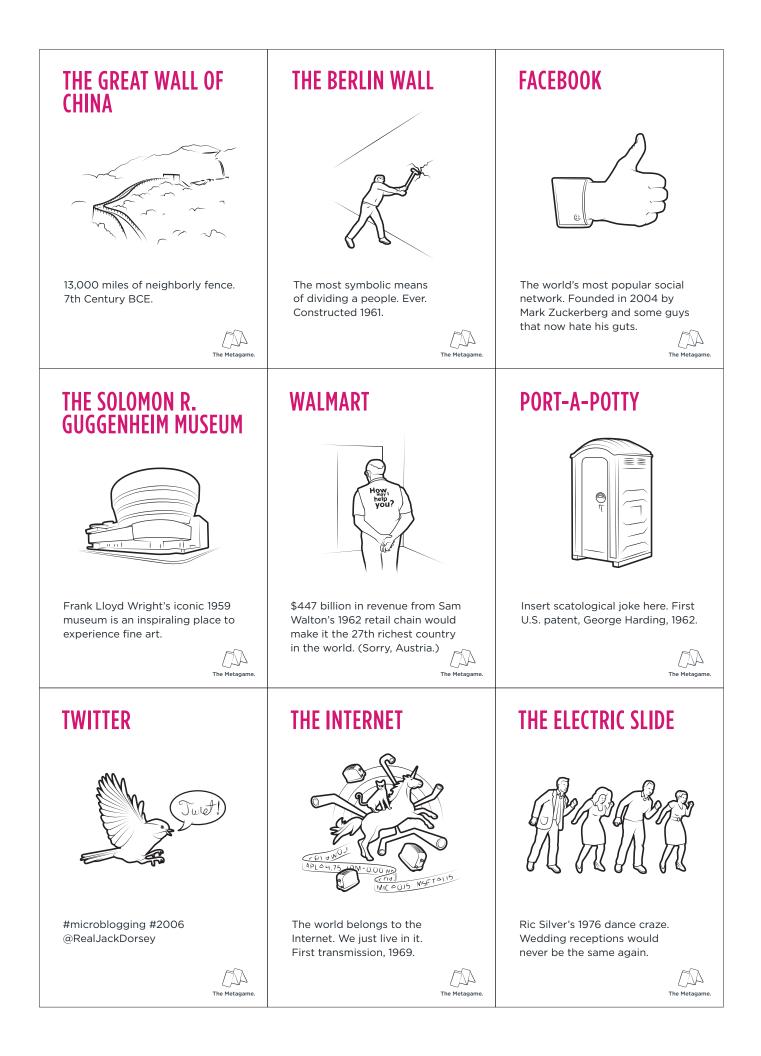
If you successfully play your last card into the Metaquilt you win the game. You CAN win by making a challenge. However, you cannot discard your final card - you can only win by playing your last card into the quilt.















SURVIVOR SESAME STREET THE SIMPSONS Matt Groenig's 1989 animated The tribe has spoken. Mark A grouch in a trash can and a Burnett's influential 2000 reality series is the longest-running giant bird teach kids to read. series has still not been voted show on television. In a word, Joan Ganz Cooney and Lloyd off the island. "eeexcellent." Morrisset's TV series, 1969. The Metaga **PROFESSIONAL** THE MOON LANDING **MTV** WRESTLING "One giant leap for mankind." First video killed the radio star. Soap opera or sporting event? Because giant leaps are Then reality TV killed music You decide. Athletic spectacle, SO HARD in low gravity. videos. Robert W. Pittman, first originated circa 1830. NASA, 1969. broadcast 1981. $/\Delta A$ LAA The Metagam The Metagan The Metaga THE BRADY BUNCH **WONDER WOMAN AL JAZEERA**

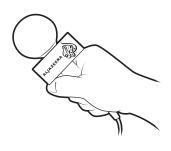


Bobby, Peter, Greg, Cindy, Jan, and Marcia, Marcia, Marcia! Sherwood Schwartz's 1969 sitcom about a typical American family

The Metagame.

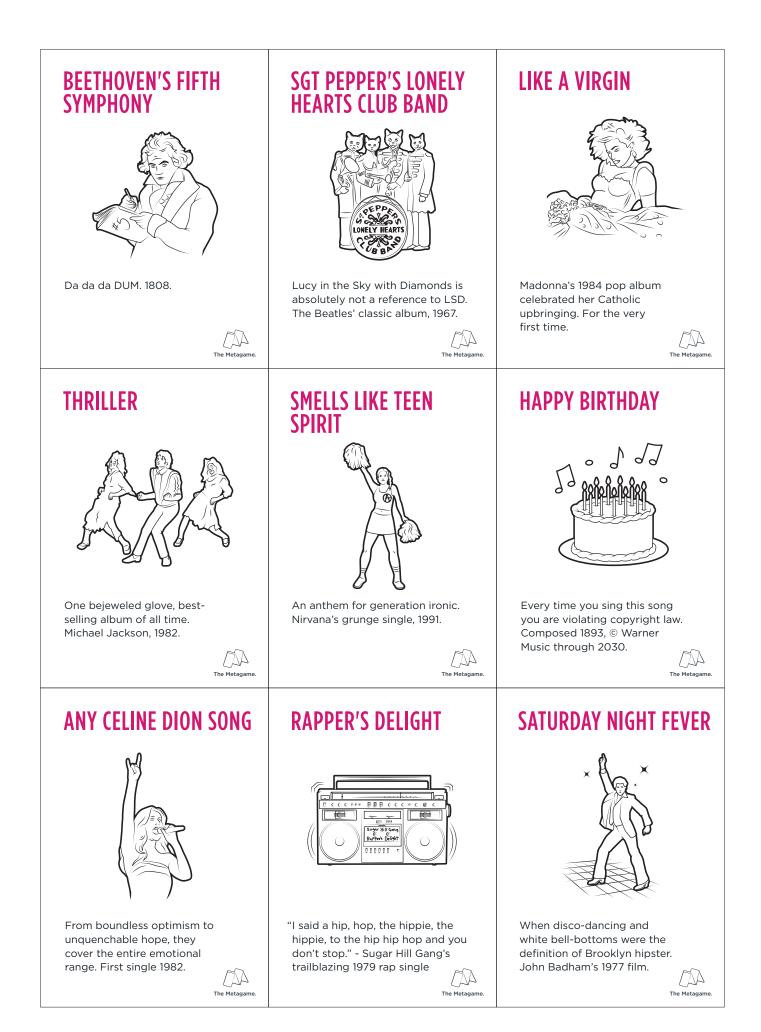


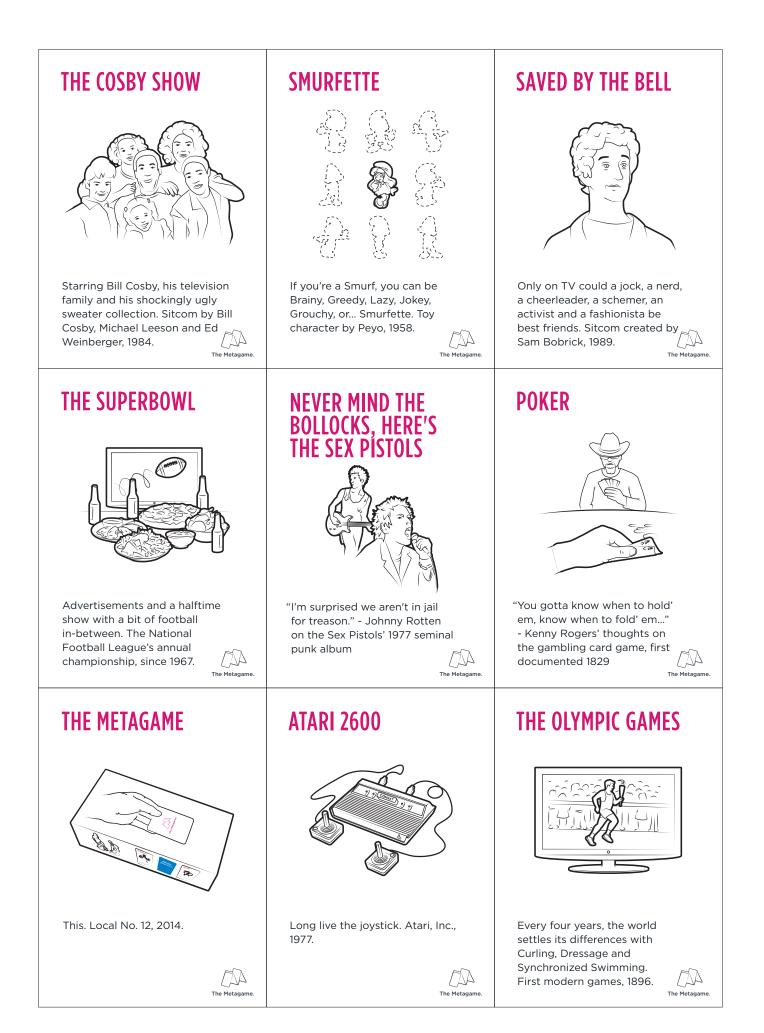
Wonder Woman conquered comic book Nazis in the 1940s, but couldn't escape cheesy television in the 1970s. Elizabeth and William Marston, 1941.



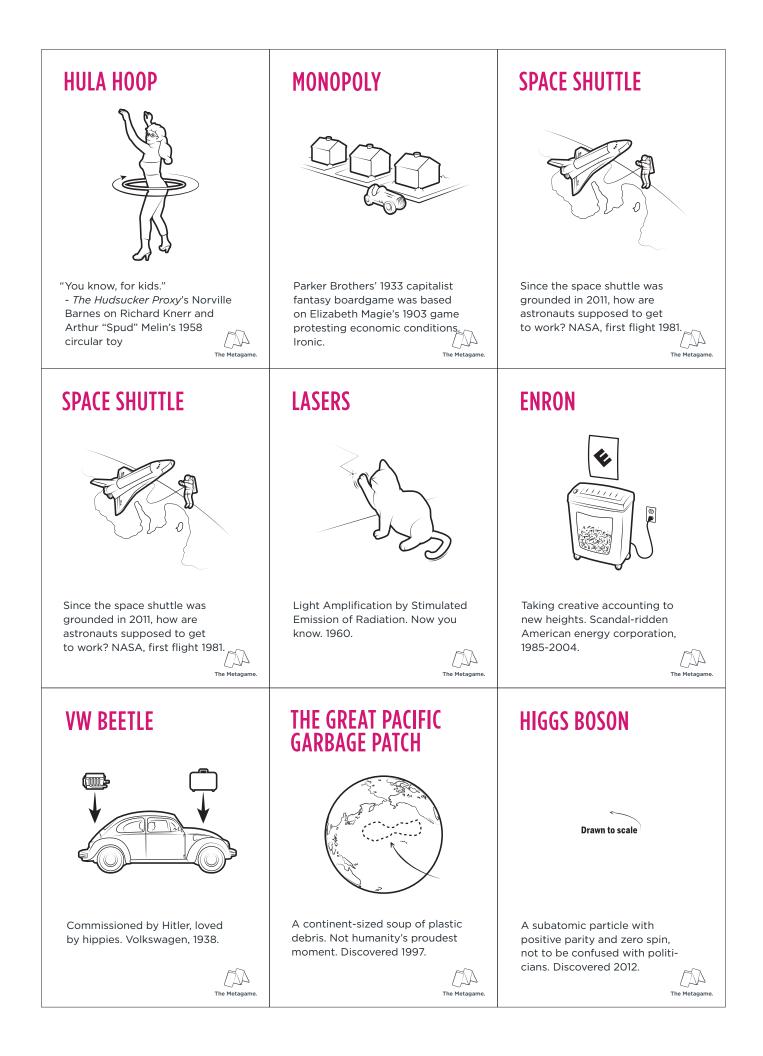
"The opinion and the other opinion." - Tagline for the 1996 Qatari news network



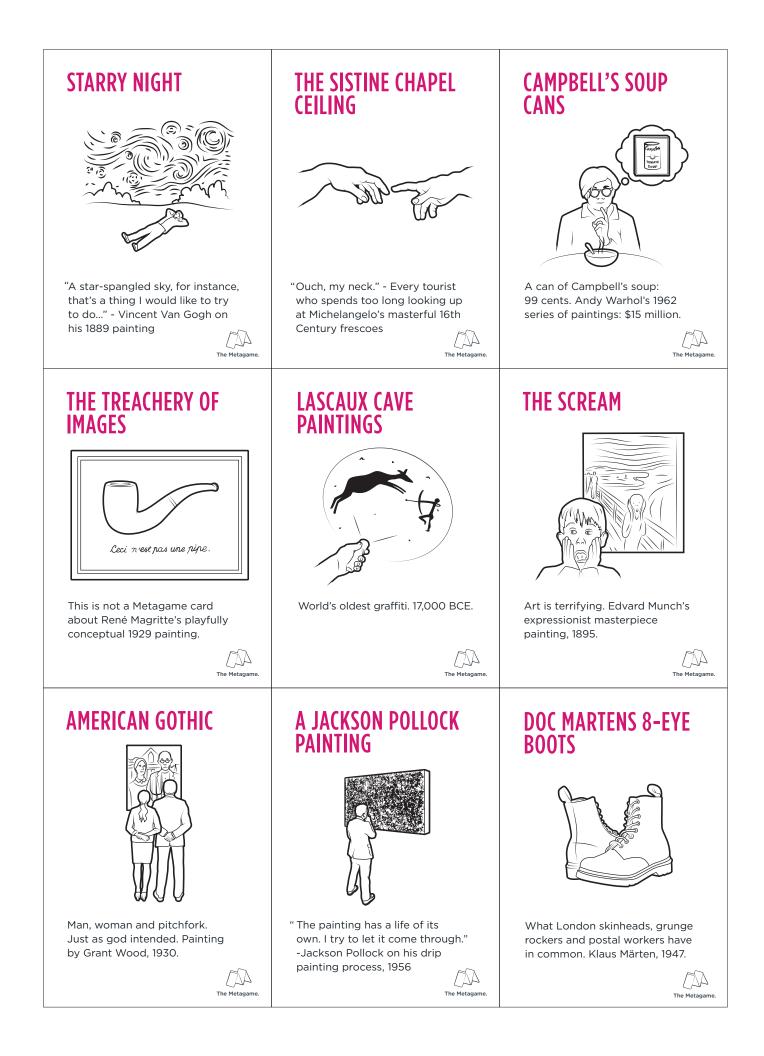














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ROMEO & JULIET DEATH OF A SALESMAN BUFFY THE VAMPIRE SLAYER Joss Whedon's 1997 TV series in Boy meets girl. Boy dies. Girl dies. "I realized what a ridiculous which high school students fall in William Shakespeare's theatrical lie my whole life has been." love, cram for exams and destroy tragedy, 1597. - From Arthur Miller's seriously ancient hellspawn. depressing 1949 play THE HUNGER GAMES **DAS KAPITAL ATLAS SHRUGGED** CLOSE OUT 70% OFF 2008 young adult book series In his 1867 book, Karl Marx "There are two sides to every by Suzanne Collins, featuring postulated that capitalism issue: one side is right and the teenage death matches, evil exploits labor. Later proven other is wrong..." - From Ayn game designers and sweet, true by John Maynard Keynes, Rand's 1957 aggressively sweet first love. Ronald Reagan and Walmart. philosophical sci-fi novel The Metagam The Metagame The Metag **ALICE IN WONDERLAND COSMOPOLITAN** DIANETICS COSMOPOLITAN **ALITAN** We're all mad here." - The vanish-"Slip a glazed doughnut around L. Ron Hubbard's bestselling ing Cheshire Cat in Lewis Carroll's his penis and nibble it off." 1950s self-help book that shaped fantastical 1865 novel - Advice from the magazine, Scientology. (Snarky joke withheld founded in 1886 for legal reasons.) []]A

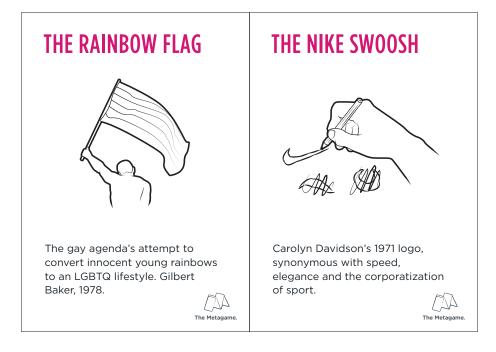
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WHICH EXPRESSES THE INEXPRESSIBLE?	WHICH HAS THE MOST SUBVERSIVE POTENTIAL?	PEOPLE HALFWAY AROUND THE WORLD COULD CARE LESS ABOUT IT.
The Metagame.	The Metagame.	The Metagame.
EVIDENCE THAT OUR SOCIETY IS ALL SCREWED UP.	WHICH IS RESPONSIBLE FOR THE FRAYING OF OUR MORAL FABRIC?	WHICH IS SIMPLY THE MOST BEAUTIFUL?
	The Metagame.	The Metagame.
LOVED BY PIRATES.	WHICH WILL SAVE THE WORLD?	WHICH HAS BEEN More influential?
The Metagame.	The Metagame.	The Metagame.





