

1000 Blank White Cards, Worcester ruleset

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1 Introduction

The game of 1000 Blank White Cards is a game, a creative exercise, and a way to get to know your friends better, all in one. In 1000 Blank White Cards, abbreviated **1KBWC**, players draw cards into, and play cards from, their respective hands. Some cards are blank, requiring players to create the content of these cards before playing them. Thus, the fun of the game is primarily derived from players' jokes and known references.

1KBWC was created by Nathan McQuillan of Madison, Wisconsin. The rules have been transformed and evolved since then, with this ruleset borrowing from the Discordian Intelligence Agency rules developed by Riff Conner.

2 Version Information

This document is at version 0.91 beta. It is not yet considered final but should be comprehensive and usable.

3 Standard recommendations

1KBWC is a game for 3-6 players, teens to adults. Play time is 30 minutes to one hour.

4 Materials

You will need a "seed deck" before playing. This can be created by anyone, or carried over from a previous game of 1KBWC. Chances are, you bought your first seed deck from the author of this ruleset, or got it from a generous friend. If you don't have a seed deck, make one up by drawing a few cards as outlined below.

You will also need a number of blank cards (also called **blanks** or **blankies**), all of the same dimensions. Buy a stack of unlined index cards from your local office supply or department store, and cut them in half. You can also use business cards, but the aspect ratio is a bit wonky for

playing cards. A number of blanks will be shuffled into the deck at the start of the game. Also, each player will create a few cards before the game, to add to the deck.

Each player needs a pen. Black roller-ball pens (or gel pens) work best, but ballpoints will also do. Be careful not to use pens which bleed through the cards, such as felt tips.

Finally, appropriate a playing surface: a table, floor, hood of a car, or large bed will do, so long as there is enough room for each player to have his own "area" plus an area in the center for the draw pile and cards which affect everyone.

The size of the seed deck and the blanks deck depends on the number of players. Consult the table below.

Players	Seed deck	Deck blanks	Pregame blanks (per player)	Total
3	20	22	6	60
4	20	20	5	60
5	30	30	6	90
6	30	30	5	90

5 Setup

Stack up the seed deck and the deck share of blanks. Give each player his allotment of blank cards, and allow a reasonable amount of time for all players to create the cards. Once all players have created their cards, nominate a dealer to shuffle the entire deck (seed deck, blanks, and new player-created cards) and deal five cards to each player. The player to the left of the dealer will play first.

6 Card construction

Because of the frequency with which cards are constructed, there is no need for a standard of quality. However, all cards need to have three main parts:

- A title should appear at the top. The title doesn't mean anything, but it is a handy way to refer to the card, and usually describes the picture somehow. Some

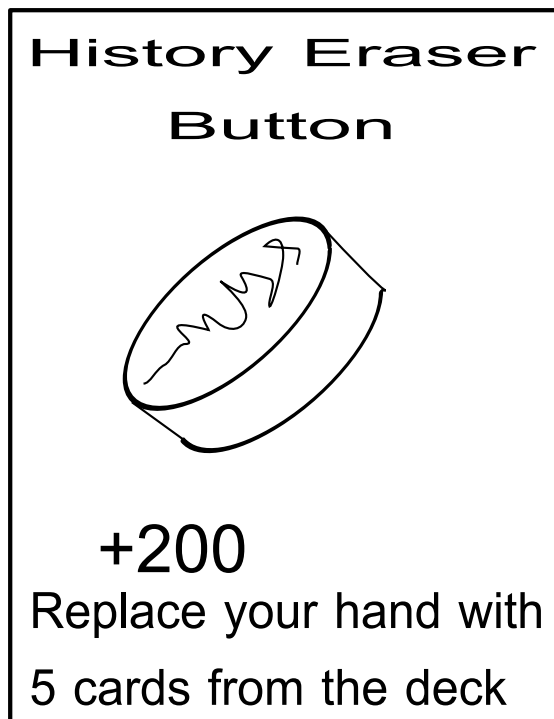


Figure 1: A sample card

examples of card titles: “Sean Connery”, “Last call”, “Tastes like chicken”, “All I got was this lousy T-shirt”

- The middle of the card must be a picture. It can be simple like stick figures, or as artful as the player’s artistic skill. Note that the picture’s thematic elements may be important when other cards act on it. For example, if “Vegetarianism” discards all meat and dead animal cards, a card which depicted roadkill with double yellow lines painted on it would fall under this even if it were called “Bad paint job.”
- The bottom of the card is reserved for what the card actually does.
 - **Point** cards are worth points for the player holding them. Point values should fall in the range of +100 to +1000, and -100 to -1000. 100-point increments are best, but other values which are appropriate to the card’s content are OK as well.
 - **Action** cards make the target player do something, like take another turn or draw four cards. Actions can also be silly, as in eating cards or saying, “Oh what a lovely tea party.” These are all acceptable. Players should discard action cards once they have been played, unless there is another condition or point value on the card, or the card specifies otherwise.

- **Condition** cards can change the rules or have some other lasting effect. They should be kept in play until otherwise instructed. If a player plays a condition card which contradicts a card in the same area, the previous card is discarded.
- **Hybrid** cards have more than one of point value, action, or condition. If a hybrid card has an action, the target player performs the action when the card is first played, after which the action is ignored.
- **Pointless** cards do not contain point values or any other useful information. Pointless cards are not worth ± 0 , nor any other amount of points. However, they may affect gameplay due to their titles or pictorial content.

7 Gameplay

A turn consists of the following sequence.

1. **Draw a card.** Unless the draw pile is empty, take the top card from the deck.
2. **Play a card.** If possible, play a card from your hand onto the table. You may play a card on yourself, on any one of your opponents, or on the whole table. This card affects the person on whom the card was played. If the card was played on the whole table (i.e. in the center of the table by the draw pile), it affects all players including the one who played the card.
 - If your hand is empty, or all of your cards are unplayable, draw another card instead of playing a card.
 - Blank cards in a player’s hand cannot be played until the player has created a card on it in accordance with card creation rules below.
 - It is suggested, but not required, that the player create cards from blanks during other players’ turns to keep the game going.
3. **Replenish your hand to the minimum size.** If you have less than five cards at the end of your turn, and the draw pile is not empty, draw cards until your hand has five cards in it. If you have more than five cards in your hand, you may keep them all.

All of these rules can be changed if players play cards which change them. For example, a card may declare that all players will draw two cards, or have a minimum hand size of three instead of five. Be creative.

8 Winning

8.1 Ending the Game

The game ends when the following two conditions are met:

1. The draw pile is empty;
2. A player must draw a card for any reason OTHER THAN drawing a card at the beginning of his turn or replenishing his hand.

What this really means is that, when a player has to draw a card because his entire hand is unplayable (or empty) or because a card tells him to, and the deck is empty, the game is over.

The game is also over if a player plays a card declaring it so. However, under this condition, the game does not end until that player's next turn. This gives the other players a chance to discard, destroy, or otherwise nullify the card that ends the game, and thus continue playing.

8.2 Determining the Winner

At the end of the game, each player totals the point value of cards in his area and in the center of the table, with any modifications imparted by other cards in his area of the center of the table. The player with the most points wins.

9 After the Game

After the game is over, lay out all non-blank cards on the table. Each player chooses a number of cards from the table equal to the number of cards he created at the start of the game (or seven cards if there were three players) to be the seed deck for the next game. The remaining cards will not be used again. They may be given to friends as seed decks, mounted on bedroom walls, used to start charcoal grills, or just thrown out.

Alternatively, players may choose 40, 60, or 90 total cards to save if they're particularly good. It is then up to the players how to convert these cards into seed decks.

10 Rule Clarifications

10.1 Conflicting Conditions

If a player has a condition card in his own area which contradicts a condition from the center of the table, the player's condition card applies to only the player. The community card is not discarded, and other players are still subject to it.

10.2 Additive Conditions

A condition which adds to an existing one (or to a game rule) is not in conflict with a condition card which gives the condition a set value.

Example: Alice plays a condition card to the middle of the table which increases everyone's minimum hand by 1 card. Bob plays a card on the next turn which changes the minimum hand size to a fixed value of 7. Since Alice's card is additive (it adds 1 card), it does not contradict Bob's card. Rather, it adds 1 to the value of Bob's card, making the minimum hand size 8 cards.

10.3 Nobody Owns the Community Cards

If a card makes reference to "your" or "your own" cards, this only applies to cards in the target player's area and not the community cards in the center of the table.

10.4 Sorry, Guv'nah

If you cannot perform an action, you may ignore that action completely. If said action would give you a benefit, you do not get the benefit.

10.5 Cards' Precedence

If a played card contradicts anything in the rules, the card takes precedence. This also means that cards can have effects outside of the area where they are played, if they state that they do. It is especially important to note that cards which declare an impact on all players, all cards, or the entire table may be played anywhere (players' areas or the community area) and still have their global effects. Use this to your advantage, for example, by making a "What's yours is mine" card which lets the target player treat the community cards as his own area.

11 Special Rules

These rules are optional, or dictated by the existence of cards which make use of them.

11.1 Algebra Rules, or The Rule of X

Cards may be worth a variable symbol instead of a number value, usually specified with **X**. The initial value of **X** is 0, but other cards may change the value of **X**.

11.2 Everything is worth points

Cards with no explicit point value are worth ± 0 by default. This rule implies that action cards are kept in play, as though they were hybrid point/action cards. This means

that cards which affect point cards can also affect these cards.