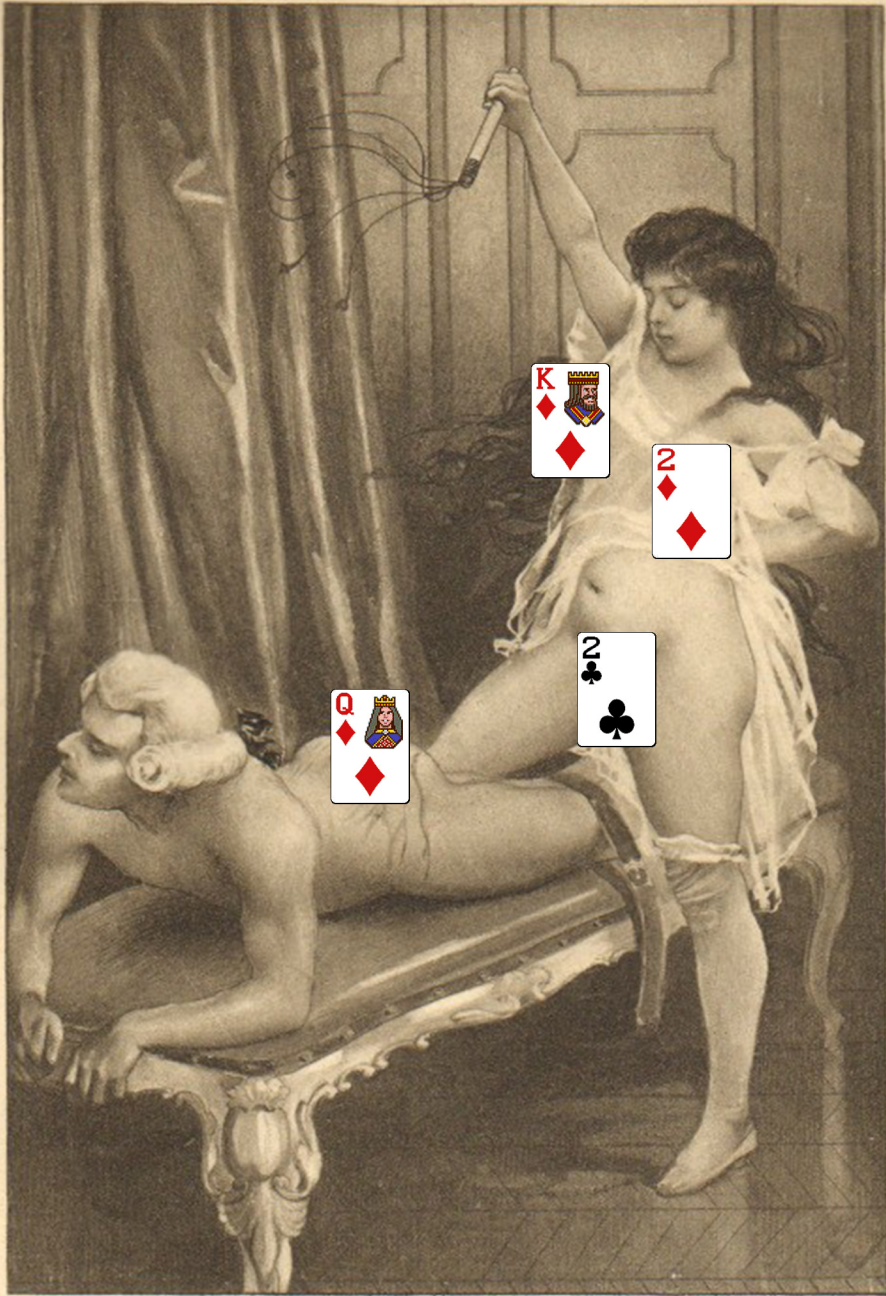


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Punishment

Created by

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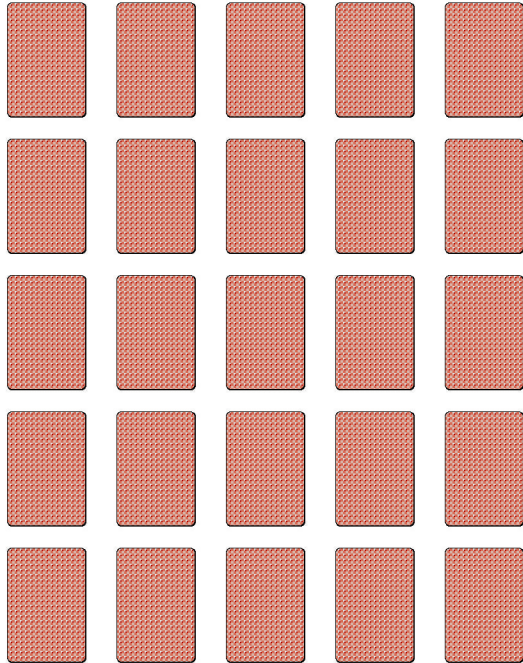
Be sure to read the rules once over
before beginning this game.

Equipment

- One deck of cards
 - Good for setting up two games
- Punishment ideas(covered below in Punishments section)
 - At least two ideas
- Anything lying around for punishment!
(covered below in Punishments section)
 - Dependent on ideas
- 4 players

Set up

- Place cards face down on a table in a 5x5 pattern.



- Of the four sides of the mega-card-square, pick one to sit at.

If more than 4 players, team up with another player on a side.

- The most traveled player begins.

Punishments

- This game requires two punishments; one for black cards and one for red cards.
- The punishments should be simple; something that can be done multiple times in a row by a single player.
- A deeper explanation is below, but for now, know that players will have to repeat the punishment for the number on the cards they are given.

Ex: the red card punishment is push-ups. The black card punishment is eating a single shake of salt. A player is given a red 6 card; they must do 6 push-ups. Another player gets a black 3 card; they must eat 3 shakes of salt.

- In case you have trouble with punishment ideas, here is a short list of suggestions:

Lick of salt Lick of cinnamon
Lick of the person sitting to your right
Push-ups Sit-ups
Pinches Slaps
High fiving a stranger
Being drawn on
Removing clothing
Hugging a stranger
Drinking chicken juice

- Everyone should take a minute or two to discuss the range of punishments they are comfortable with. Maybe you are allergic to cinnamon. Maybe you don't feel like getting naked. Maybe you have a bad knee. Tell someone.

- To decide the punishments:

Everyone think of a punishment and say it out loud.

Everyone casts two votes for the punishments they want most.

The punishments with the most votes win.

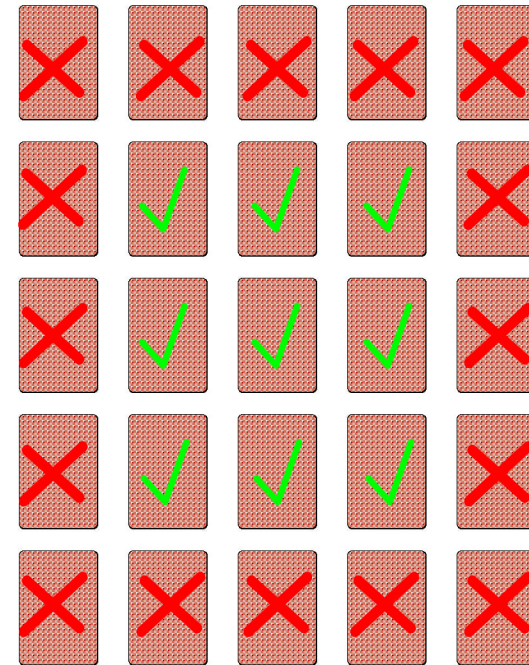
The Turns

- On a player's turn, they may either: flip a card or move a row/column.

Flipping Cards

- When flipping cards, you may not flip a card that is

On the outside border of the card square



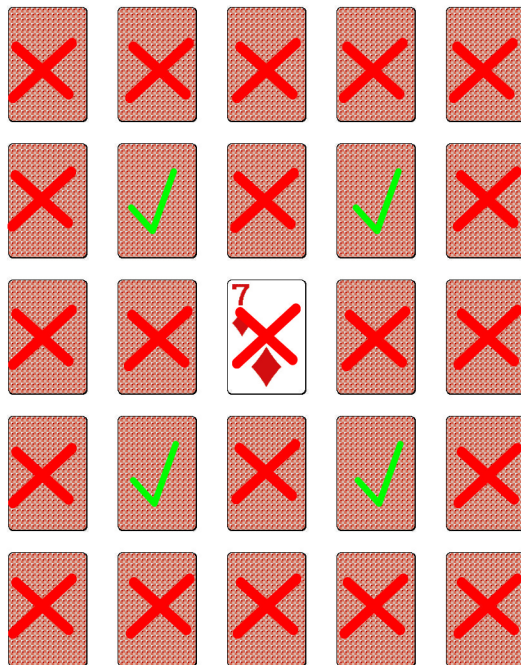
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= you may not flip

✓

= you can flip this

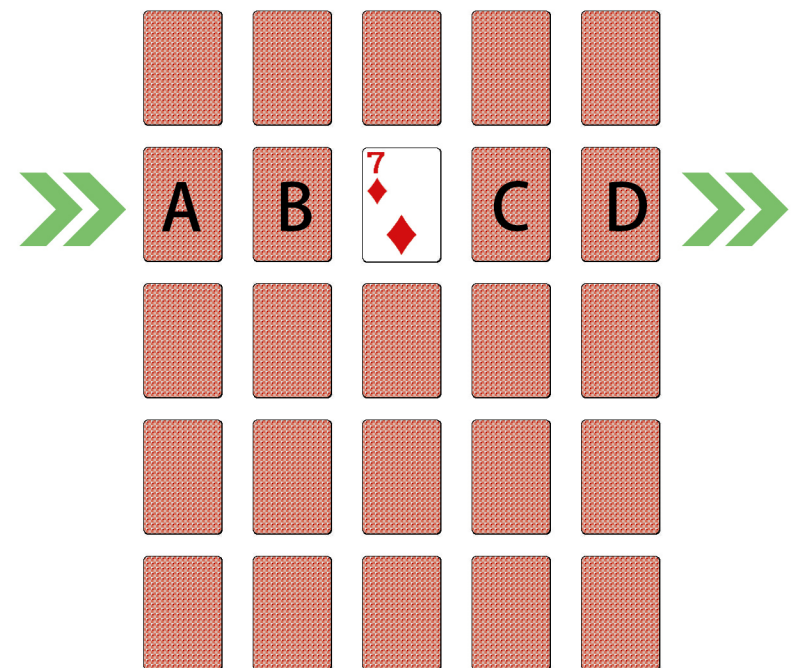
- Players may only flip face down cards. Face up cards cannot be flipped back down.
- Players can not flip a card next to an already flipped card

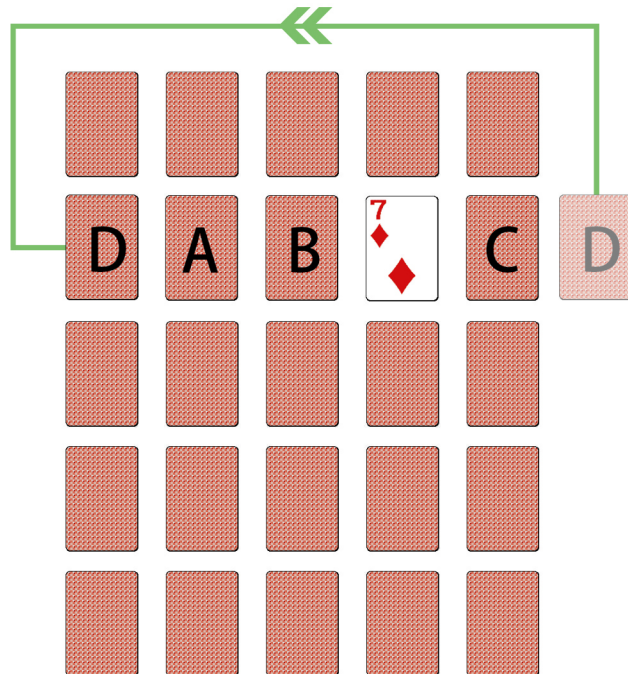
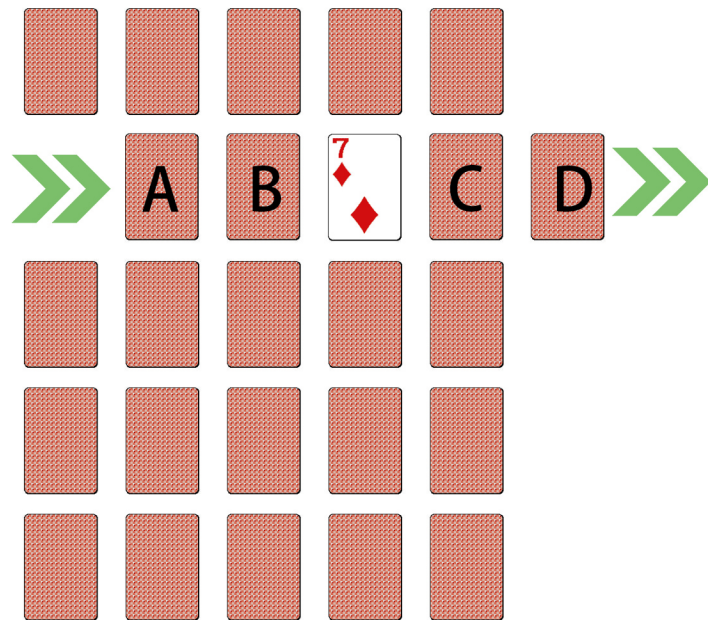


 = you may not flip
 = you can flip this

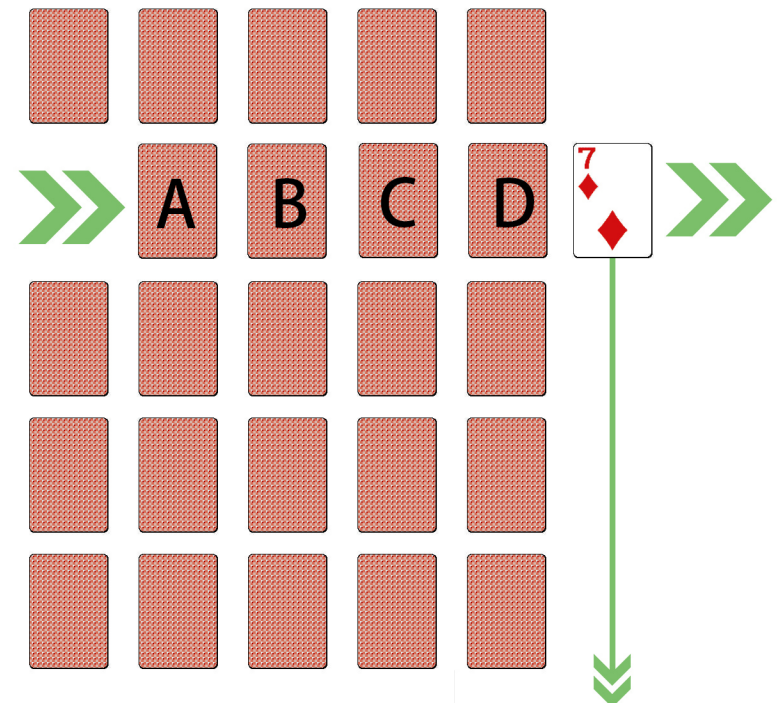
Moving rows/columns

- To move a row or column, simply shift all of the cards in that line of cards in the desired direction.
- If a face down card leaves the square of cards, put it on the opposite side to re-complete the square.

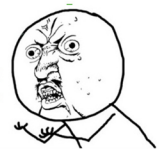


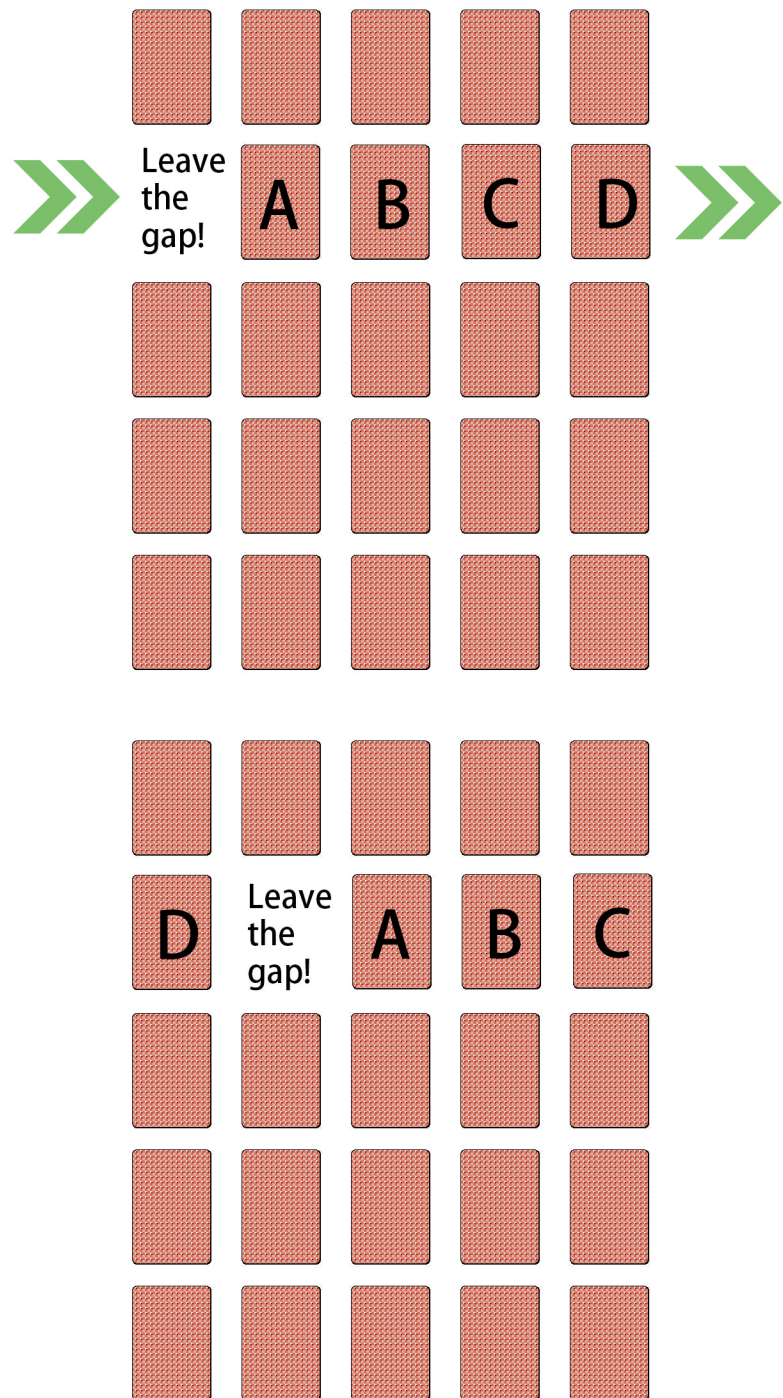


- If a face-up card leaves the formation, then the player(s) who's side it is on will take the card (and the punishment)
- A face-up card also does not return to the formation, but leaves a gap in the card square.



Punishment!





Punishment rules

- When a face-up card leaves the formation, the players on that side must do one of two things:
Repeat the punishment of that color type that many times.
- They may split the punishment amongst the team if a side is a team.

Number Cards

- All number cards count as their number .(e.g. when a red 5 gets pushed off the board towards a specific player, the player must do 5 of the red punishment)



Faces and Aces

- When an Ace card or a Face card is flipped, all players **shout "Punishment!"** and then everyone must do the punishment of that color type once.

Jokers

- When a joker is flipped, all players shout "Punishment!" and then everyone must do both types of punishments once each.
- When aces, faces, and jokers are pushed off the board towards a player, that player receives one point.

Revenge Rules

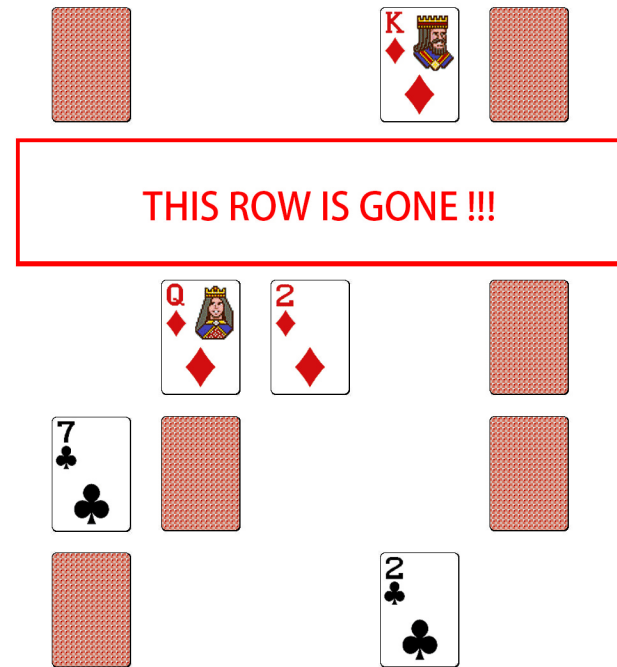
- When a player has accumulated 3 cards, they may dole out 5 punishments to the other players. This can be split amongst the other players.

One player takes 3 punishment, another takes two.

- Or it can be targeted at a single player
One player takes all five of them.

Game end

- The game ends when a full row or column is gone.



- The winner of the game is the player with the lowest amount of points.