

# SET UP!

Gather three or more bad people, and give each of them seven cards. Everyone should always have seven cards. Replenish after every round!



Pick the first judge. The easiest way is to pick whoever owns the game, because without them nobody would be having any fun right now.

# THE ROUND BEGINS!

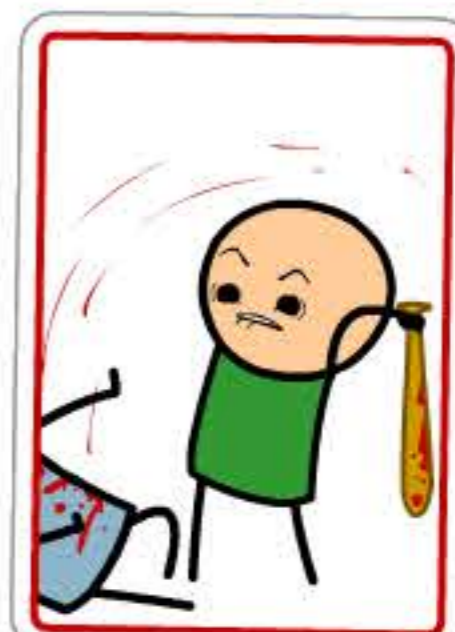
The judge randomly flips the top card off of the draw pile.



If that card has a **BLACK** border...



If that card has a **RED** border...

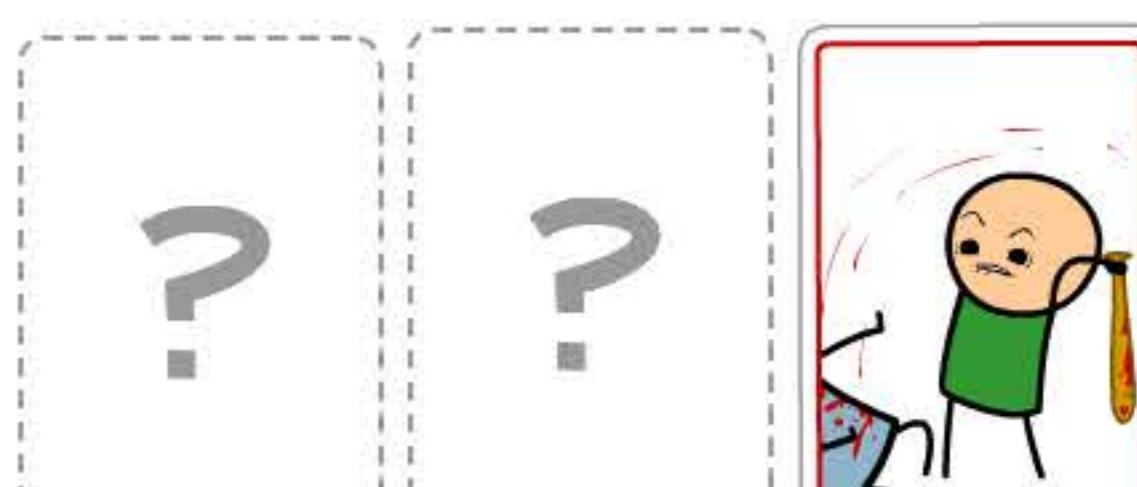


...that means it's a regular round!

The judge then adds a black bordered card from their own hand, on **either side** of the starting card, to create a two panel setup for everyone else to finish.

...that means it's a **BONUS ROUND!**

The judge does **not** add a card. Instead, it's up to everyone else to add the first two panels. Also, anyone can replace unwanted cards in their hand at this time.



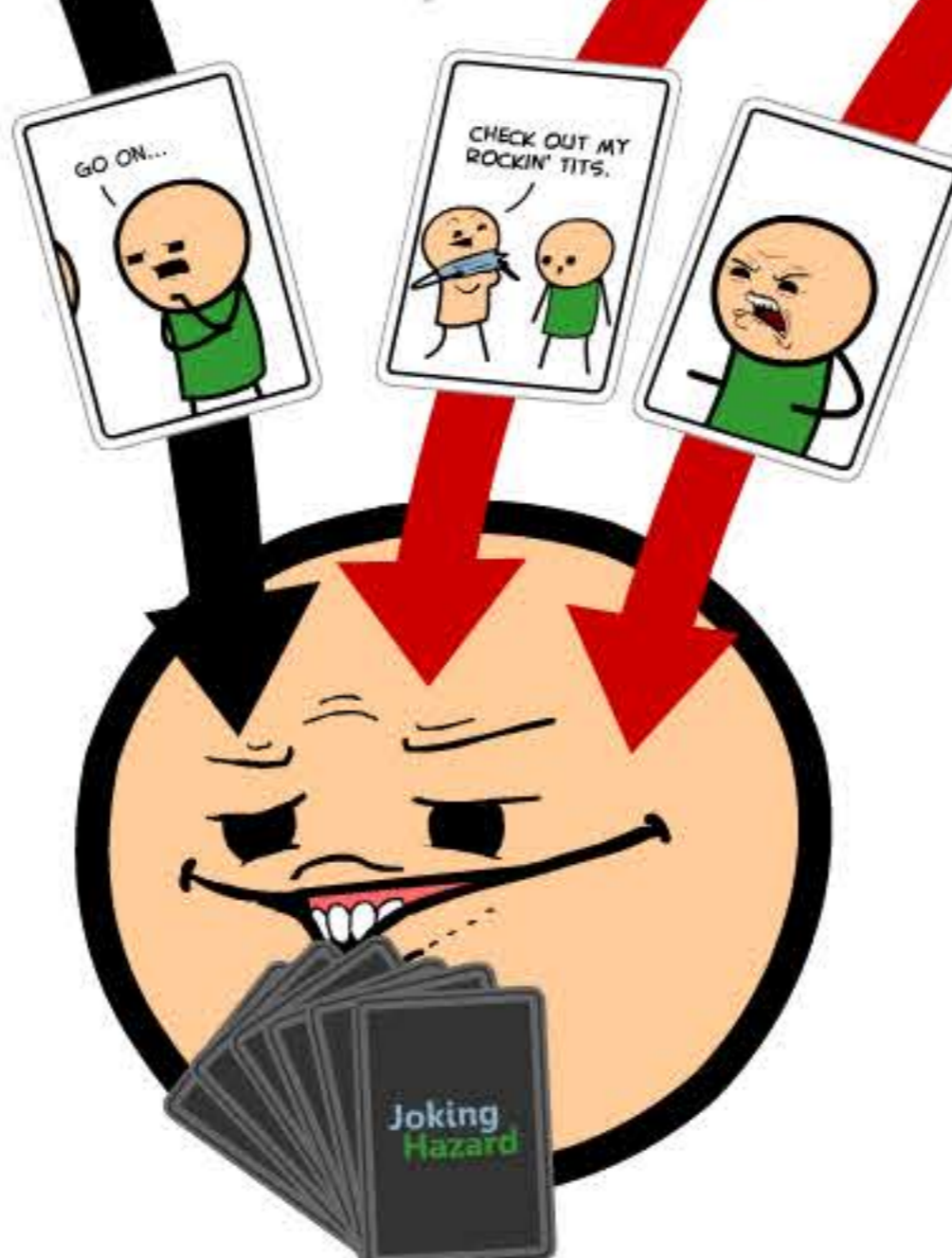
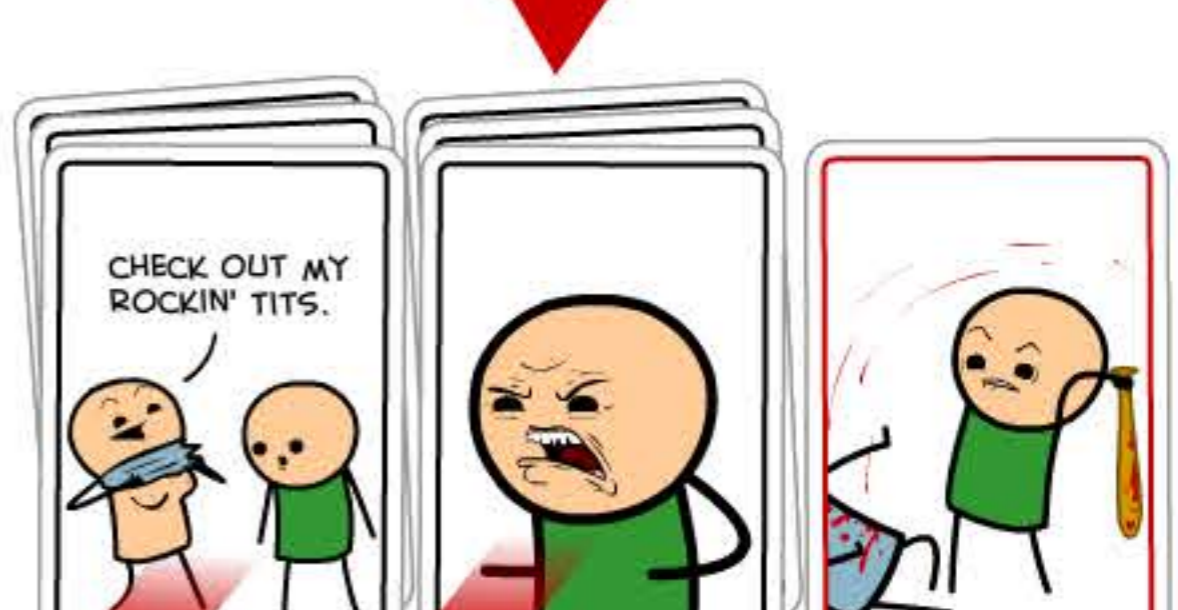
Every player besides the judge picks their **best finishing card**, and places it facedown.

Every player besides the judge picks their **best two starting cards**, and places them facedown, panel one being on the bottom.



The judge flips each card over, reading the comic aloud, and then chooses their favorite.

The judge flips each set over, reading the comic aloud, and then chooses their favorite.



The winning card(s) go back to their owner, face up, for score keeping purposes, and the person to the judge's left becomes the next judge.

# ONTO THE NEXT ROUND!

Keep playing until someone gets three points!  
Or whatever you want to play to. We're not your mom.