

First of all, thanks for downloading this tiny little game!

Be warned, Christin and I threw it together in the course of one evening, so we really don't know if it works. It was also designed specifically for 9 people and for use as a different sort of method of having a gift exchange. I added in the item and assignment cards after the fact, so I'm not really sure how well they will work.

Currently this is a nameless game. We have a couple themes in mind, but for now, we'll just call it the "Passing Game." We also want the power cards to be obvious, so if you're sleeving them, put them in distinctive sleeves from the rest of your cards.

Thanks for trying and, as always, all feedback is welcome!

Greg Miller
Baked Fresh Daily Games

"The Passing Game" - Working Title

Synopsis: Players are given a set of 3 cards and 1 secret power card. Players are also assigned an item card to "obtain" throughout the game. Every round, players will play one of their cards face down. Cards are revealed simultaneously. Power cards are resolved in numerical order. Then, based on the other passing cards, items are moved around the table. Players score points at the end of the round for having their assigned item in front of them. The player with the most points, at the end of 10 rounds, wins!

Game Win Condition: After 10 rounds, whoever has the most points, wins!

Components:

54 Cards Total

- 9 Pass Right Cards
- 9 Pass Left Cards
- 9 No Change Cards
- 9 Power Cards
- 9 Assignment Cards
- 9 Item Cards

You provide the tokens for score-keeping. These can be anything you have laying around (coins, poker chips, beads, gems, small animals, etc.).

Game setup for Point Game:

1. Shuffle and Deal 1 Power Card to each player, face down.
2. Give Each Player 1 Pass Left, 1 Pass Right, 1 No Change card.
3. Shuffle and deal 1 assignment card to each player, face up.
4. Shuffle and deal 1 item card to each player, face up.
5. In games with less than 9 players, put the remaining power cards in a stack face-down in the center of the table.

Gameplay:

1. Every player secretly selects 1 card from their hand (either a passing card, no change card, or power card) and plays it face down in front of them.
2. Cards are simultaneously revealed.
3. If any power cards were played, they are resolved in numerical order starting with 1 (1-9).
4. After all power cards resolve, the passing cards are counted.
5. Item cards are passed according to what condition has the majority (Pass R, Pass L, No Change).

Note: If there is a tie for majority, no change occurs with the items.

6. If a player has an item that matches their assigned target, they will score 1 point.
7. Players retrieve any passing cards from the table. Any power card that was used this round remains on the table face up.
8. In a game with fewer than 9 players, players discard their power cards and draw new ones. If there is an uneven number of cards, discard the remainder.

Repeat these steps until 10 rounds have occurred. The player with the most points wins!

Are you looking for a different way to distribute games to friends? Are you tired of the tried and true “white elephant?” Try using these cards for a fun time!

Game Setup for Gift Game Variant:

The item and assignment cards will not be used in this version of the game.

1. Assign the Numbers 1-9 to the gifts.
2. Shuffle and deal 1 power card to each player.
3. Whatever number the player has on the power card will determine the starting positions of the gifts.

(Eg. If Sally draws card 6, she'll have gift 6 placed in front of her.)

4. Re-shuffle the power cards and deal 1, face-down to each player.
5. Give each player 1 Pass Left, 1 Pass Right, 1 No Change card.

See previous page for instructions on how to play the game.

Instead of awarding points and trying to get items, the gifts are the objects that get passed around the table. After 10 rounds of play, players open the gifts they have in front of them. Hooray!

Requested Feedback:

How can we scale this for fewer than 9 players?

What do you think is a good player number range for this game (5-9 players?)

Did you have anything that didn't particularly work when you played the game?

How long did the game take you to play?

Do you have any recommendations for theme?

Did you have fun?



Please send any and all feedback to info@bfdgames.com, or contact us via twitter @bfdgames

Thanks for playing!

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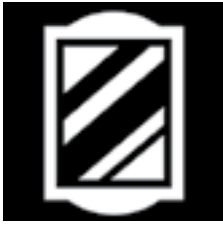
Your Assignment:



Your Assignment:

9

Copy



Copy another power card. If no other power card was played this turn, Pass L.

6

8

Fair-Trade

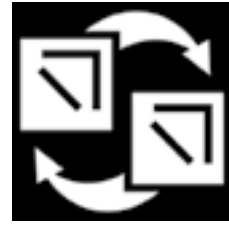


Trade your item with 1 other person.

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Switcheroo

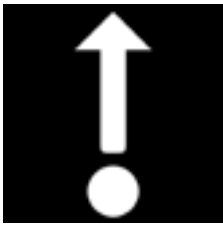


Switch 2 players' items, not including your own.

7

6

The Giver



Give your item to someone else. They must give one of their items to someone else until all players have 1 item.

9

5

Taunt



You must be the target of the next item action. If no item action is played this round, Pass R.

5

4

Locked



Your item cannot be targeted, or moved this round.

4

3

My Choice

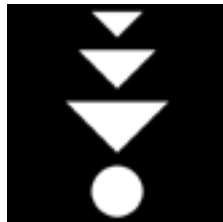


All No Change cards count as Rights or Lefts, you decide.

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Hanging Chads



The decision with the fewest votes wins. In the event of a tie, everything stays the same. This card cannot be copied.

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The Great Disappointment



All play stops. All players must play a second card from their hand. Return the first cards played after resolving the second. This card cannot be copied.

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+1 Point if this is your assigned item



+1 Point if this is your assigned item

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