

MR GAME! FREE KNOCKOFF EDITION

PRINT: We recommend printing on heavy cardstock at photo quality for best results and sturdier cards. You can do that at most office supply stores.

CUT: Cut along the lines to cut out the cards (pages 3-7) and the goal marker (end of page 7).

PLAY: Mr. Game! uses four-sided dice. If you don't you have any, you can use our special [dice rolling machine](#). For pieces, grab any old pawns or tokens from other board games! You can even just use whatever is in your pockets: paperclips, gum, coins, ammunition, bottle caps, etc. Just throw the board (page 2) on a table and get started!

OBJECTIVE

The objective of the game is to land or move onto a goal space.

SETUP

- Place all players on the 1 space.
- The initial goal is the number 4. Place one of the goal markers on that space.
- Shuffle all cards in the deck. Keep them facedown.
- Choose one player to act as Mr. Game for the current game. (See **Mr. Game** section for details)

! Goal Markers are used to keep track of which number is the current goal. Use our printable goal token on the final Cards page.

RULES

- Roll both dice. Choose one of the numbers and move that many spaces.
- You can move in any direction, but you cannot waffle back and forth between spaces or move diagonally.
- Upon landing on a ! space, draw a card.
- Players win the game by landing on a current goal space.

CARDS

-  **Action Cards** are played immediately when drawn. They are discarded after being played.
-  **Badge Cards** are kept concealed and may be played at any point in the game, regardless of whose turn it is. They are discarded after being played.
-  **Powerup Cards** are played immediately when drawn and give a special ability to the holder. They must be kept faceup for all players to see.

! ROLLING DOUBLES discards ALL of your Powerups.

MR. GAME

- Mr. Game is a normal player in a game of *Mr. Game!* who also enforces all rules in the rulebook and settles all disputes about the rules that arise during gameplay.
- Once a decision about the rules is made, it must be enforced and cannot be changed during the entire game.
- If Mr. Game attempts to break any rules from the rulebook or change a decision that they have already made about the rules, he or she may be overthrown.
- After the game is over, all players must again choose a new Mr. Game for the following game. Any decisions made by the previous Mr. Game no longer need to be enforced.

TILES EXPANSION

We've expanded upon the original game to add Tiles! Tiles are like spaces but they are movable around the board, and include ! spaces, new goal spaces, and brand new types including portals and webs! We consider the Tiles to be an amazing addition that is now in the core physical game! Download the Free Knockoff Edition [Tiles Expansion PDF](#).

MIX IT UP: GAMETYPES AND HOUSERULES

We encourage you to experiment with different gametypes like Teams, Zombies, and Last Man Standing! You can always find more gametypes created by the developers and other players like you on our [website](#)!

MR. THIRSTY!: OFFICIAL DRINKING GAME RULES

Are you a drinking age legal adult that enjoys a fine beverage with your board games? Well you're in luck! We have an official of drinking game called *Mr. Thirsty!* [Check it out responsibly!](#)

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ABACUS



Subtract 1 from both dice values when you roll.

MR.
GAME!

ACE IN THE HOLE



When your turn ends, draw a card.

MR.
GAME!

BALL & CHAIN



You cannot move.

MR.
GAME!

BLINDERS



You may only move one direction each turn. You may not make a left or right turn, or go backwards.

MR.
GAME!

CALCULATOR



Add 1 to both dice values when you roll.

MR.
GAME!

DROUGHT



All of your other Powerups have no effect while this Powerup is active.

MR.
GAME!

FROSTBITE



You may not activate Badges.

MR.
GAME!

HANDCUFFS



You can only use one die for any and all rolls.

MR.
GAME!

PSYCHOKINESIS



You cannot move yourself. On your turn, control someone else's piece instead of your own.

MR.
GAME!

SLEIGHT OF HAND



Draw two cards instead of one whenever you draw.

MR.
GAME!

MR. ANCHOR



When a player tries to move you, play this card to resist it.

MR.
GAME!

MR. ANCHOR



When a player tries to move you, play this card to resist it.

MR.
GAME!

<p>MR. AXE </p> <p>Play this card to remove a single Powerup from another player.</p> <p>MR. GAME!</p>	<p>MR. BRIBE </p> <p>Play this card to force a player to use one of their Badges. They do not have to reveal facedown Badges.</p> <p>MR. GAME!</p>	<p>MR. BUZZKILL </p> <p>Play this card to remove all Action Cards and Badges from everybody's hands, and move on to the next turn. No more cards can be played this turn.</p> <p>MR. GAME!</p>
<p>MR. CAFFEINE </p> <p>Play this card to combine your dice rolls for one turn.</p> <p>MR. GAME!</p>	<p>MR. CAFFEINE </p> <p>Play this card to combine your dice rolls for one turn.</p> <p>MR. GAME!</p>	<p>MR. HACKSAW </p> <p>Play this card to remove a single Powerup from yourself or another player.</p> <p>MR. GAME!</p>
<p>MR. HACKSAW </p> <p>Play this card to remove a single Powerup from yourself or another player.</p> <p>MR. GAME!</p>	<p>MR. MAGNET </p> <p>Play this card to pull yourself to another player's space.</p> <p>MR. GAME!</p>	<p>MR. SHOW </p> <p>Play this card to force all enemy players to reveal their Badges.</p> <p>MR. GAME!</p>
<p>MR. TINFOIL </p> <p>When a player tries to move you with Mind Control or Psychokinesis, play this card to control them instead.</p> <p>MR. GAME!</p>	<p>MR. TINFOIL </p> <p>When a player tries to move you with Mind Control or Psychokinesis, play this card to control them instead.</p> <p>MR. GAME!</p>	<p>MR. TRANSPORTER </p> <p>Play this card to instantly switch places with another player.</p> <p>MR. GAME!</p>

<p>MR. WHISTLE </p> <p>Play this card to stop any Action Card or Badge from being played.</p> <p>MR. GAME!</p>	<p>MR. ZIPLINE </p> <p>Play this card to remove all Action Cards from everybody's hands, and make it your turn.</p> <p>MR. GAME!</p>	<p>ARENA BATTLE </p> <p>Move everyone to one of the four spaces in the center of the board. All players draw a card.</p> <p>MR. GAME!</p>
<p>BANISH </p> <p>Choose an enemy, and move their piece anywhere on the board.</p> <p>MR. GAME!</p>	<p>BANISH </p> <p>Choose an enemy, and move their piece anywhere on the board.</p> <p>MR. GAME!</p>	<p>BANISH </p> <p>Choose an enemy, and move their piece anywhere on the board.</p> <p>MR. GAME!</p>
<p>CHARITY </p> <p>Give away all Powerups and Badges to enemy players. You may not play any of them.</p> <p>MR. GAME!</p>	<p>DONATE </p> <p>Give away one Powerup or Badge to an enemy player. You may not play any Badges until one is given away.</p> <p>MR. GAME!</p>	<p>DONATE </p> <p>Give away one Powerup or Badge to an enemy player. You may not play any Badges until one is given away.</p> <p>MR. GAME!</p>
<p>GOAL SWITCH </p> <p>Roll the dice. Choose one of the numbers you rolled to be the new goal. Move the goal markers to spaces with that number.</p> <p>MR. GAME!</p>	<p>GOAL SWITCH </p> <p>Roll the dice. Choose one of the numbers you rolled to be the new goal. Move the goal markers to spaces with that number.</p> <p>MR. GAME!</p>	<p>GOAL SWITCH </p> <p>Roll the dice. Choose one of the numbers you rolled to be the new goal. Move the goal markers to spaces with that number.</p> <p>MR. GAME!</p>

GOAL SWITCH



Roll the dice. Choose one of the numbers you rolled to be the new goal. Move the goal markers to spaces with that number.

MR.
GAME!

MAGNET



Pull yourself to another player's space.

MR.
GAME!

MAGNET



Pull yourself to another player's space.

MR.
GAME!

MAGNET



Pull yourself to another player's space.

MR.
GAME!

MAGNET



Pull yourself to another player's space.

MR.
GAME!

MIND CONTROL



Roll the dice. Choose one of the numbers you rolled and move another player that many spaces.

MR.
GAME!

MIND CONTROL



Roll the dice. Choose one of the numbers you rolled and move another player that many spaces.

MR.
GAME!

MIND CONTROL



Roll the dice. Choose one of the numbers you rolled and move another player that many spaces.

MR.
GAME!

MIND CONTROL



Roll the dice. Choose one of the numbers you rolled and move another player that many spaces.

MR.
GAME!

MIND CONTROL



Roll the dice. Choose one of the numbers you rolled and move another player that many spaces.

MR.
GAME!

MIND CONTROL



Roll the dice. Choose one of the numbers you rolled and move another player that many spaces.

MR.
GAME!

MIX UP



Collect everyone's Badges and Powerups facedown in a pile and shuffle them. Randomly redistribute them facedown so that players receive the same number of cards they lost.

MR.
GAME!

<p>MIX UP </p> <p>Collect everyone's Badges and Powerups facedown in a pile and shuffle them. Randomly redistribute them facedown so that players receive the same number of cards they lost.</p> <p>MR. GAME!</p>	<p>PEEK </p> <p>Draw three cards from the deck. Take one and discard the other two.</p> <p>MR. GAME!</p>	<p>PEEK </p> <p>Draw three cards from the deck. Take one and discard the other two.</p> <p>MR. GAME!</p>
<p>PULL </p> <p>Pull another player to your space.</p> <p>MR. GAME!</p>	<p>PULL </p> <p>Pull another player to your space.</p> <p>MR. GAME!</p>	<p>PULL </p> <p>Pull another player to your space.</p> <p>MR. GAME!</p>
<p>PULL </p> <p>Pull another player to your space.</p> <p>MR. GAME!</p>	<p>PULL </p> <p>Pull another player to your space.</p> <p>MR. GAME!</p>	<p>PULL </p> <p>Pull another player to your space.</p> <p>MR. GAME!</p>
<p>REDISTRIBUTION </p> <p>Collect everyone's Badges and Powerups facedown in a pile and shuffle them. Randomly redistribute them facedown and evenly among all players.</p> <p>MR. GAME!</p>	<p>SHAKE DOWN </p> <p>Discard all of your Badges. You may not play any of your Badges.</p> <p>MR. GAME!</p>	<p>SINGULARITY </p> <p>Pull everyone to your space.</p> <p>MR. GAME!</p>

<p>SKIP </p> <p>Skip the next player's turn.</p> <p>MR. GAME!</p>	<p>SKIP </p> <p>Skip the next player's turn.</p> <p>MR. GAME!</p>	<p>STEAL </p> <p>Take a Badge or Powerup from any player.</p> <p>MR. GAME!</p>
<p>STEAL </p> <p>Take a Badge or Powerup from any player.</p> <p>MR. GAME!</p>	<p>SUNNY SIDE UP </p> <p>Everyone must reveal their current Badges.</p> <p>MR. GAME!</p>	<p>SUPER SKIP </p> <p>Skip everyone's turn.</p> <p>MR. GAME!</p>
<p>SWITCH </p> <p>Switch places with another player.</p> <p>MR. GAME!</p>	<p>SWITCH </p> <p>Switch places with another player.</p> <p>MR. GAME!</p>	<p>SWITCH </p> <p>Switch places with another player.</p> <p>MR. GAME!</p>
<p>SWITCH </p> <p>Switch places with another player.</p> <p>MR. GAME!</p>	<p>SWITCH </p> <p>Switch places with another player.</p> <p>MR. GAME!</p>	<p>SWITCH </p> <p>Switch places with another player.</p> <p>MR. GAME!</p>

TAX



Discard one of your Badges. You may not play any of your Badges until one is discarded.

MR.
GAME!

TAX



Discard one of your Badges. You may not play any of your Badges until one is discarded.

MR.
GAME!

TIMEOUT



Go to the space on the board that is farthest from any and all goal markers.

MR.
GAME!

TIMEOUT



Go to the space on the board that is farthest from any and all goal markers.

MR.
GAME!

TWIST



During the next player's turn, all **!** spaces should be treated as normal spaces, and all normal spaces should be treated as **!** spaces.

MR.
GAME!

WARP



Roll the dice. Choose one of the numbers you rolled and move all enemy players to a space with that number.

MR.
GAME!