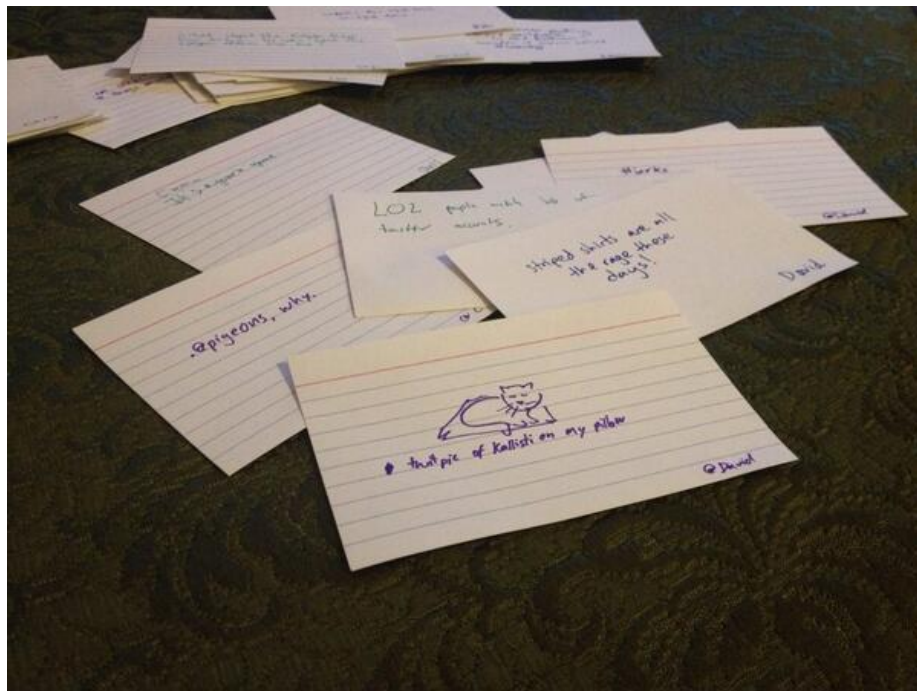


SUBTWEET: The Card Game

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1 Overview

SUBTWEET is a social card game about secrecy in plain sight: you want your intended recipient to know your tweet is about them, while fooling as many other people as possible into doubting your intent, perhaps even believing themselves to be the recipient.

Mechanically, the game involves each player having hands of cards, and taking a rotation of turns in which they play a card, potentially causing players (including themselves) to gain cards. The objective is to empty your hand.

2 Setup

For n players ($n > 2$), you'll need a stack of about $10 * n$ blank index cards, n pens, and n small tokens (such as coins or pen caps) that can be obscured by a closed fist. Give everyone a pen, a token and three index cards to start.

Each player should then:

1. On each card, write a *subtweet*. A subtweet is a message (anything you want, as long as it can be read aloud) along with an *intended recipient*, who must be someone else in the set of players.
2. Write the name of the intended recipient in small letters on one corner of the card; it will be hidden from view during play.

3 Play

Sit in a circle and take turns. The person with the shortest Twitter handle goes first. Players without Twitter handles should use a plausible name or nickname. Ties can be broken with rock-paper-scissors.

On each turn:

1. Play a card by both reading it aloud and placing it face-up in the center of the circle, intended recipient obscured with a paper token or fold of the card.
2. Everyone now has the opportunity to *favorite* your tweet. They do this by placing their token in their fist, obscured from view. Everyone opting *not* to favorite the tweet mimes the same action, forming their hand into a closed fist with nothing in it.
3. All players reveal their decisions simultaneously.
4. If the intended recipient did not fav the tweet, both you *and* the intended subtweet recipient draw a penalty card (a blank index card).
5. Everyone who favorited your tweet and was *not* the intended recipient also draws a penalty card.
6. Penalty receivers must eventually write new tweets on their blank cards. If they have *only* blank cards in their hand on their turn, play passes to the next player.
7. Cap hand size at 10, i.e. penalties are waived if you have 10 cards already.

4 Winning

Play ends when someone runs out of cards. That person is the winner! Alternatively, this is a social game, so stop when it stops being fun.

After the game is over, select the best/funniest card(s), and tweet a picture of it or its text with hashtag `#subtweetCardGame`.

5 Extensions/Variations

WARNING: these are mostly untested! Mix and match as desired.

- If you manage to get *everyone* to fav your tweet, you may get rid of all blank cards in your hand, diffusing all passing penalties.
- Face-value tweets: allow tweets that are not subtweets. Such a card only incurs a penalty on you when played if *no one* favorites it. Anyone who favorites it gets a penalty card.
- If multiple players have all-blank hands, any one of them may declare a “Fail Whale,” or a pause of the rotation of play for filling in their blank cards with fresh social media content.

6 Acknowledgments

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