



Darwin Awards

Rules and Game Play



Rules

1. The player to the left of the Dealer goes first
2. There is no time limit to make up your story, however, it is advised for all other players to mock, taunt and harass someone that is taking an excessive amount of time to make up their story.
3. The Player whose story is judged the best, keeps their death card. The first person with three death cards wins the game.
4. Be Creative with the stories, the more outrageous the better.
5. Have FUN!
6. That's it, no other rules.



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Game Play Variations

Standard Game Play:

1. Select 1 person to be "Dealer" and "Judge". The Dealer/Judge will listen to all stories and decide who's story was best.
2. Dealer shuffles all decks of cards and sets them in the center of table when done.
3. Dealer can deal out (2) cards from each deck or players can select (2) cards from each deck.

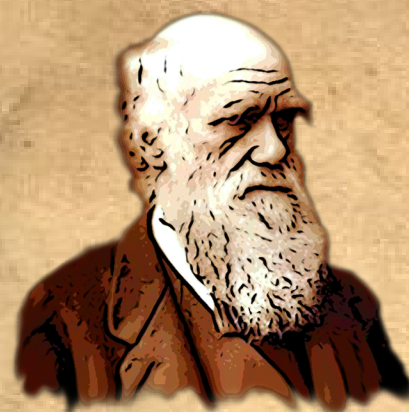
Note: Do not show these cards to the other players.

4. The person on the left of the dealer always goes first.
5. Players will select (1) card from each : Action, Object, Location and Death; also select an Announcement card if playing with that deck) and make up a story utilizing these cards which ultimately leads to the demise of the main character.



Note: There is no set time for the players to make up a story, however, if someone is taking too long, then it is encouraged for all the other players to mock and harass them to speed them up.

6. After all players have told their story, the judge decides which story was the best.
7. The player who's story is judged the best, keeps their death card.
8. The first person to collect (3) Death Cards Wins.



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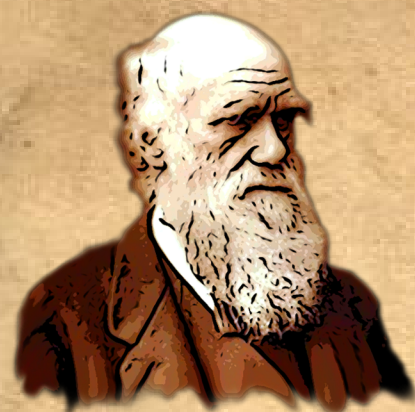
Game Play Variations

Game Option #2:

1. Dealer deals everyone (1) card from each card type pile face down.
2. Starting with the player on the Dealers left, each person makes up a story incorporating all cards.
3. After all the stories are finished the dealer will select the best story
4. The first person to collect (3) Death Cards Wins.

Game Option #3:

1. Dealer places (1) card face up next to each card type pile
2. Starting with the player on the Dealers left, each person makes up a story incorporating all cards.
3. After all the stories are finished the dealer will select the best story
4. The first person to collect (3) Death Cards Wins.



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Game Option #4:

1. Dealer deals everyone (1) card from each pile face down except for the Death Card.
2. After all cards are dealt, the dealer turns up a single Death card that everyone will have to incorporate into their story.
3. Starting with the player on the Dealers left, each person makes up a story incorporating all cards in their hand and everyone will use the same Death card that was turned over.
4. After all the stories are finished the dealer will select the best story
5. The first person to collect (3) Death Cards Wins.

Game Option #5:

1. Dealer deals everyone (2) of each card from each pile face down except for the Death Card.
2. After all cards are dealt, the dealer turns up a single Death card.
3. Starting with the player on the Dealers left, each person makes up a story incorporating (1) of each card type in their hand and everyone will use the same Death card that was turned over.
4. After all the stories are finished the dealer will select the best story
5. At the end of the round each player draws an additional card so that they have (2) of each card.
6. The first person to collect (3) Death Cards Wins.



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Additional Game Option For All Game Variants:

1. Same rules as stated by the variant being played except, the dealer is also able to play the game.
2. Instead of the Dealer/Judge making the final decision on who has the best story, every player votes for the best story, the story with the most votes wins.