

HOW to PLAY



OVERVIEW

Ages 15 +
2 to 8 players
Game time: 20 to 40 min.

Buckle up, snowflakes!
You're about to play "Stop!!! That Offends Me," a hysterical game of political (in)correctness in which your goal is to become the most Offended player in the room!

But be advised: In today's hypersensitive society, you'll have some serious competition.

WINNING

The goal is to be the most Offended person in the room by getting rid of all of your Offended Cards (Point Cards) before anyone else. In fact, if you finish this game "literally shaking," then all the better.

TIEBREAKERS

The game can also end in two different ways:

- If more than one person runs out of Offended Cards at the same time, then whoever has the lowest 10-digit phone number wins.
 - If the deck of Problematic Cards runs out, the game automatically ends and the person with the least amount of Offended Cards wins. In the event that more than one person has the least amount of Offended Cards, then whoever has the highest 10-digit phone number wins.
- Wacky rules for a wacky society we live in!!!

SET UP

After shuffling the Offended Cards, each player is dealt eight cards (face up where everyone can see your hand), and the remainder of the cards are placed face down in the center of the table. Then shuffle all of the Problematic Cards and place them face down in a separate stack.



These cards are found in the Offended stack and they self-identify as any category and point value. A player cannot go out of the game using a WOKE CARD.



GAMEPLAY

The player whose last name is dead last alphabetically goes first. Play continues in a clockwise direction. To begin play, the first player draws a card from the Problematic Card stack and reads the entire card out loud, including the category, the situation text and the action that the player must take. After completing said action, the player's turn is over.

Usually, the action requires the player to lose as many Offended Cards as possible, as long as their total point values equal the number of points indicated on the Problematic Card.

What's the catch? At least one of the Offended Cards discarded must match the color-coded category of the Problematic Card drawn. The trick is to be strategic and to try to discard as many Offended Cards per turn as possible.

When playing a Problematic Card, if a player cannot lose the specified points assigned using the cards in their hand, they must draw one additional card from the Offended Card stack. If that card allows them to complete the action, they may do so and it becomes the next person's turn.

However, if the original player still cannot complete the card's action, play passes to the person on their left who must try to complete the same action on the Problematic Card, just like the previous player did (using cards in their hands, picking an additional card, etc).

The card continues to be passed around in a clockwise manner until eventually, someone is able to complete the action. At which point, it then becomes that person's next turn in the circle, and play resumes as usual. Effectively, all players in between who couldn't complete the card's action lose their turn.

If nobody in the circle can play on that card, then the card is deemed dead, gets discarded and the original player draws another Problematic Card.

Discarded Problematic Cards are placed face up at the bottom of the Problematic stack. Similarly, discarded Offended Cards are placed face up at the bottom of the Offended stack.

PLAYING EXAMPLES

LET'S SAY FOR INSTANCE THAT A BLUE TRIGGERED PROBLEMATIC CARD IS DRAWN THAT INSTRUCTS THE PLAYER TO LOSE 5 POINTS.

Here are a few examples that would satisfy that card's instructions.

1 The player can discard a single Blue Triggered Offended Card worth 5 points.

2 The player can discard a Blue Triggered Offended Card worth 3 points and a Red Hypocrisy Offended Card worth 2 points.

3 The player can discard a Blue Triggered Offended Card worth 3 points, a Red Hypocrisy Offended Card worth 2 points and a Green Censorship Offended Card worth 1 point.

AGAIN, ALL DISCARDED OFFENDED CARDS HAVE TO TOTAL 5 POINTS AND THERE NEEDS TO BE AT LEAST ONE BLUE TRIGGERED PROBLEMATIC CARD.

WOKE CARDS: THESE CARDS ARE FOUND IN THE OFFENDED STACK AND THEY SELF-IDENTIFY AS ANY CATEGORY AND POINT VALUE. BE WARNED THOUGH, A PLAYER CAN NEVER GO OUT OF THE GAME USING A WOKE CARD.

LET'S USE THE PREVIOUS EXAMPLE BUT WITH WOKE CARDS. A BLUE TRIGGERED PROBLEMATIC CARD IS DRAWN THAT INSTRUCTS THE PLAYER TO LOSE 5 POINTS.

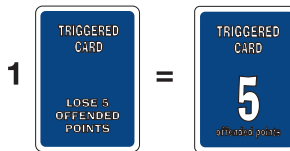
4 The player can discard a Blue Triggered Offended Card worth 3 points and use the Woke Card as another category Offended Card worth 2 points.

5 The player can discard a Blue Triggered Offended Card worth 3 points, a Yellow Entitlement Offended Card worth 1 point and use the Woke Card as another category Offended Card worth 1 point.

NOW LET'S SEE WHAT HAPPENS IF YOU DON'T HAVE ANY BLUE TRIGGERED OFFENDED CARDS.

6 The player can use a Red Hypocrisy Offended Card worth 2 points and a Woke Card that self-identifies as a Blue Triggered Offended Card worth 3 points.

7 The player can use a Red Hypocrisy Offended Card worth 2 points, a Yellow Entitlement Card worth 2 points and a Woke Card that self-identifies as a Blue Triggered Offended Card worth 1 point.



SPECIALTY CARDS

EMOTIONAL DISTRESS CARDS: If a player is instructed by an Emotional Distress Card to pick a card, they should do so from the Offended Card stack.

(IN)EQUALITY CARDS: If a player is instructed by an (In)Equality Card to discard a card, that card goes beneath the Offended Card stack.

SNOWFLAKE DUMP AND VICTIM CARDS: If a player is instructed by a Snowflake Dump Card or a Victim Card to give other players some of their own cards, the player can choose which cards to give out.