

MAKHAI

FASCICLE 3 (RAW)

This is only an incomplete fraction of MAKHAI.
MAKHAI's release is planned as 5 fascicles, each going
through the stages of raw, rough and ready.

“HOMADOS”

This fascicle is **RAW**. Misspellings abound. Chapters may
be incomplete, to be finished or abandoned. Lines shoot
into margins, and text turns to notes which turn to
gibberish. There are no illustrations.

February 20th, 2015

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Part III

HOMADOS:

“O sujct yius sualoty and rebrtotetu my
iwn!”

Adam Savagu

Erisian games

“I reject your reality and substitute my
own!”

Adam Savage

On games

There are many opinions on what life is. This is partly because a lot of people have very strange agendas; and partly because there are many definitions of what "life" is.

Life, defined as the interpersonal actions of *homo sapiens* humans from around the year 30 000 before Mal-2, is best thought of as a game. It is a play that these revolting and in other ways continuously cheating-prone *homo sapiens* creatures make, choosing rules and penalties without quite understanding what they are doing, and then proceeding to play the vast interconnected sub-games of the Great Game with utmost seriousness and an almost-total unwillingness to admit that they are just playing a game, and could change the rules if they so chose. In their own words,

War is over!

if you want it.

Because they are barely capable of agreeing on the rules of those of their sub-games that they are willing to admit are games, it is not surprising that they cannot easily agree on eliminating war, or otherwise quickly changing the rules of their Great Game. This is partly because those who are "ahead" according to the traditional rules — mostly, "he

who dies with the most toys wins" — are not keen to change the rules.

The greatest unwillingness to changing the rules, though, comes from the great masses who are afraid the new rules would be too complex, too prone to abuse, too nonsensical.

It is obvious to a Discordian, even to a Discordian *homo sapiens* creature, that this is a rather silly fear, given that the traditional rules are maddeningly complex, everywhere open to abuse, and entirely made-up and nonsensical. In other words, "We are playing checkers; we cannot play chess! That is *inconceivable!*"

Discordians should familiarize themselves with those sub-games that are commonly recognized as games, those with many rules and those with few, those whose rules are fixed and those whose rules can be changed, to better grasp the nature and malleability of the Great Game and its various parts.

Above all else, Discordians must not fall into the trap of forgetting that they can be more than players. (Or score keepers, or dungeon masters, or the bank.) They can change the rules. They can make new games. Not to win, because playing just to win is kind of stupid, but to find games that more people can enjoy.

* * *

In this spirit, this part of this book offers some games. All are, because their authors are *homo sapiens* or *homo dumbo* creatures, reflections of other parts of the Great Game, and often parts which are not considered games. To draw a few examples from *homo sapiens* games not described here, "chess" is a bloodless version of a war of attrition, where chits called "knights", "towers", etc., kill each other attempting to force the opponent's "king" (leadership unit) into surrendering. The king is a representation of both the player,

and the tyrant of the nation he rules; after the game has been lost the remaining soldier units are placed in a POW camp ("the box"), where they are starved (of sunlight). (Thankfully in most versions the generic soldier chits are called "pawns" rather than "propaganda-blinded peer-pressured cannon fodder youths".) In "tic-tac-toe", two players play as barons of industry, trying to draw a pipeline across a serene wilderness, while despoiling it so that the other cannot succeed in the same task. In "wall dodgeball", the players re-enact an execution by firing squad.¹ Some say that "boy games" re-enact killing, and "girl games" re-enact torture; this is sexist garbage as far as the supposed gender division goes, but otherwise not wrong.

One great category of games not described below are the so-called role-playing games, which are fuller simulations of the Great Game than most others, and thus more suitable for opening closed minds to the nature of it. Because of this, many stodgy people have been very much opposed to role-playing games, seeing them as tools of their game's horned Opponent, and contrary to their Rulebook.

Those who want to sink their teeth into meatier sub-games of the Great Game might consider citizen activism or the armed overthrow of governments. For those purposes, there are many excellent manuals available.

Death to the games called Law and Order — the rules are rotten — let's roll new characters and try again!

¹**Wall dodgeball.** One player has all the balls, and throws them. The others stand next to a wall, and can move along the wall, but not off it. They're out once they're hit; they can't touch the balls. The game ends when all of them are hit. The player with the balls cannot approach closer than a set distance from the wall; if all the balls get trapped away from him, he loses. Footballs are good; basketballs not so much. Bowling balls are kind of sad.

Offbus

Players: One.

Playtime: From two seconds to a full day.

Laws: The player sits on a back seat of a not particularly busy city bus, with a good view of the other people in it. She or he tries to press the STOP-button just before someone else does.

Scoring:

+1 point — Pressing the button just before someone else does. Someone is defined to be going to press the button if they are moving a hand or a comparable appendage in the direction of the stop button, and they leave the bus on the stop after the motion.

+1 point — If, after the previous, only one single person gets off on the stopped-for stop.

+1 point — If, after the previous, that person seems confused, and looks around for the person who pushed the button.

minus 4 points — If, after the player has pressed the button, no-one gets off on the stop stopped for.

minus 4 points — If, after the previous, the bus driver comments. (If with just a grunt, hand-wave or inarticulate yell of rage, just minus two.)

CHAPTER 117. OFFBUS

minus 1 point — If the player raises his or her hand or appendage to press the button, but someone else presses it first.

End: The player stops the game by leaving the bus. The game can also be terminated by the player being made to leave the bus.

Variations: In the “Extreme Offbus Special” variation, there is an additional penalty of minus one point for each stop where the bus stops to let someone off and the player *doesn't* push the button first. Psychics play Offbus sitting on a front seat; they don't usually score very well. The game can be played with more than one player, as long as these don't know the identity or the number of each other. Most players will most probably end in the minus territory. There is a rural variation called “Offcowrse”; it is rather involved and unsanitary.

60 Seconds to the Incident

Players: One.

Playtime: One minute.

Laws: The player decides to play. She decides that sixty seconds from that instant an Incident will happen. She observes all round her to see and to foresee with minute attention to detail and the behavior of other people the first hints of the Incident, those first pebbles before the avalanche, that suspicious person with a gun in his pocket, that shady old lady hurrying away having left the bomb behind — she will observe as if the prosecution of Charles Manson depended on her observation; as if the blunt curiosity of the police and the press would soon slaver over her testimony and memory, as if her pride and peace of mind depended on recalling, later, what had passed, what she had seen: she will observe with manic attention every sight, sound, movement and hint of those few seconds before everything goes to hell.

Scoring & End: At the end of the sixty seconds, the player wins.

Variations: Some players may feel the need to scream upon winning.

Note

CHAPTER 118. 60 SECONDS TO THE INCIDENT

There is also a very different variation known as "Nuremberg". It goes like this.

The player thinks her- or himself a few years or decades older, and a prisoner in a cold prison cell, waiting for the sentence. She or he then mentally composes, as if speaking to a uniformed chronicler, an account of her or his life. The account must be true to fact as far as it has taken place to the moment of playing; then it must leap into speculation.

The account's purpose is to explain, though not defend, the future events that led her or him into this cell — much like the life-account of Rudolf Höss, the commandant of Auschwitz. His account was composed while in a Polish prison, with no hope of walking out, though with a need (too faint to be called a hope) to make others understand how all that happened could have happened as it did.

In Nuremberg, the same task faces the player; by the time the account reaches the moment of playing, a horror should be beckoning in the future, plausible, tempting and dark: go and see where you could go.

The actual deeds, their nature and magnitude, and the prisoner's identity, are left to the player to discover. The player may award her- or himself extra points for making her or his future actions particularly vile, and for making their course appear particularly inevitable.

The player loses if she or he cannot imagine a logical trajectory that ends in that cold prison cell.

Playing the News

Rules: It has to be a news story. It has to begin with one of the first set of lines, and to end with one of the second. It has to make sense, at least as much sense as any news item does.¹

* * *

¹This particular variation was suggested at the Scalzidrome; those curious will not find it difficult to track the source of 1/1.

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First set:

1. New York Times bestselling author. . .
2. A controversial reality TV show which featured two arrests and. . .
3. U.S. Rep. will leave his rehabilitation facility and begin outpatient therapy by the end of June, his spokesman said Sunday.
4. Knowledge is said to be power. But. . .
5. A man from the Philippines was certified as the world's . . .
6. Formula 1 bosses have banned the sport's latest must-have technical tweak from next month's . . .
7. It was a very wet day for the thousands who turned up at but they still left entertained after a dramatic . . .
8. Great sporting champions can triumph after adversity, and a knighthood for distinguished racehorse
 is the latest chapter in his own remarkable recovery. . .
9. The International Monetary Fund (IMF) says it has been targeted by a sophisticated attack. . .
10. Glastonbury revellers who don't want to slum it this summer can enjoy . . .
11. Virtual love making, dream management, and contact lenses that allow guests to check . . .
12. Elderly passengers on board a luxury cruise have . . .
13. An anxious-looking man from the Appalachian Mountain Club stood at an information table laden with . . .
14. I am much enjoying the that I was given for Christmas but have one query that doesn't seem to be covered by the user manual. . .
15. A courier escaped jail after being caught on camera lifting and delivering heavy boxes . . .
16. A mass grave has been uncovered in . . .
17. A German passenger stripped naked on an Iberia flight from Madrid to Frankfurt. . .
18. Officials say a moose burst through the dining room window of a retirement home in southwestern Sweden. . .
19. A man fishing at an Austrian lake has hooked a macabre catch — a human skull. . .
20. Someone left a severed horse head . . .

Second set:

1. ... Witnesses reported the sound up to two hundred kilometers away.
2. ... Why would you interfere with that? My son needs to be home”, he said.
3. ... contacted the San Diego Film Commission for comment, but no calls were returned.
4. ... As a result, there is no reason for the highly accelerated trial Plaintiff has asked this Court to hold on Plaintiff’s request for a permanent injunction.”
5. ... Sure thing, Candy, but as the saying goes, “Who’s counting?”
6. ... for competency through proper medication, as this practice has proved successful in other cases.
7. ... “You fool!” he chides in his squeaky high-pitched voice, “Don’t even ask!”
8. ... In recent years, Mohammed was thought to have fought alongside members of al-Shabab, which declared allegiance to al-Qaeda in 2010.
9. ... is believed to be the most advanced in its exploitation of the technology.
10. ... Perhaps the only surprise is that it did not come earlier.
11. ... and he admits that he “likes beating people”.
12. ... described the recurring as an “incubation scheme” with entrants working hard to break into the industry.
13. ... The railing has now been removed and the girl is said to be responding well to treatment.
14. ... but the elder brother apparently denies that such a meeting ever took place.
15. ... Police said the man was not drunk and they had no explanation for his behaviour.
16. ... Martens are members of the weasel family.
17. ... The police official would not give his name because of department rules.
18. ... and I said there’s a kill shot on alligators, a small kill shot on the head. I said if they can get a shot like that, go ahead.”
19. ... Immigration and Customs Enforcement says the forfeited cash will be used to fight crime.
20. ... said investigators do not know the motive behind the jerky-biting.

Ruining the sequence game

This is an old puzzle-type question: “I give you three numbers, a , b , c . What is next?”

This is nice brain exercise, but as a mathematician I feel duty bound to tell you you can break this game in about five seconds, if you so wish. (Well, five seconds and a bit of calculation time.)

Let f be a function so that $f(n)$ gives the n :th number in the sequence; in the above example,

$$f(1) = a$$

$$f(2) = b$$

and

$$f(3) = c.$$

Suppose you want the next number to be d . That’s one more condition for f ,

$$f(4) = d.$$

The trick now is that these are four fixed points for a function; and it is trivial to find any number of functions that give those four values, and thus are “the rule that gives the sequence”.

That is to say:

CHAPTER 120. RUINING THE SEQUENCE GAME

A+ Math Student: “The sequence starts 1, 2, 3.
What’s the next one?”

Mathematician: “The next one is 666.”

A+MS: “What? Don’t be silly, the next one is 4!”

M: “Huh? What perverse logic is that? Your sequence consists obviously of the integer values of the function $f(x) = \frac{331}{3}x^3 - 662x^2 + \frac{3644}{3}x - 662$. You’re just changing the answer because I got it right.”

Best of all, the trick can be used to go from any given number of sequence points into any further number of points you may want to insist on. It’s a bit prohibitively bothersome to calculate — but it is always possible.

* * *

Oh well, the calculation. Oi, the calculation. If you have four points, a third-degree (four-minus-one-th degree) polynomial is probably the easiest guess, that is, a function f ,

$$f(x) = Ax^3 + Bx^2 + Cx + D$$

for some constants A, B, C and D , so that it holds that

$$\begin{aligned}A + B + C + D &= a \\8A + 4B + 2C + D &= b \\27A + 9B + 3C + D &= c \\64A + 16B + 4C + D &= d.\end{aligned}$$

Just run a Gauss-Jordan elimination in your head and... what?

Okay, just use the ready-made solution:

$$\begin{aligned}A &= -\frac{1}{6}a + \frac{1}{2}b - \frac{1}{2}c + \frac{1}{6}d \\B &= \frac{3}{2}a - 4b + \frac{7}{2}c - d \\C &= -\frac{13}{3}a + \frac{19}{2}b - 7c + \frac{11}{6}d \\D &= 4a - 6b + 4c - d.\end{aligned}$$

For $a = 1, b = 2, c = 3, d = 666$, that gives

$$f(x) = \frac{331}{3}x^3 - 662x^2 + \frac{3644}{3}x - 662;$$

clearly and obviously the rule asked for.

That's still a lot of numbers, but a person with quick wits (not me!) could easily memorize that, and answer any what-is-the-fourth question with a horribly misguided rules-lawyering technically correct answer.

And technically correct is for a mathematician the only kind of correct that matters.

* * *

It will be a tad easier to forget the fourth number, and just slap down the second-degree polynomial that fits the given three —

$$f(x) = Ax^2 + Bx + C$$

for

$$\begin{aligned} A + B + C &= a \\ 4A + 2B + C &= b \\ 9A + 3B + C &= c \end{aligned}$$

or

$$\begin{aligned} A &= \frac{1}{2}a - b + \frac{1}{2}c \\ B &= -\frac{5}{2}a + 4b - \frac{3}{2}c \\ C &= 3a - 3b + c \end{aligned}$$

— and proclaim: “Here’s your bloody rule; as for the fourth number calculate it yourself! I don’t have time for your silly games! Ha ha ha!”

Alternatively, proclaim: “Here you go. Trolled by maths.”

(As for that f giving the intended fourth point, that’s infinitesimally unlikely. Most clever sequences aren’t second-degree polynomials.)

CHAPTER 120. RUINING THE SEQUENCE GAME

* * *

Of course if one doesn't feel bound to finding an explicit numerical rule, the possibilities are endless.

Less than 666 reasons the next number is 666

- The rule is my rule. The next number is 666.
- No, you're doing it wrong. Trust me, I've heard this one before; the next one is 666.
- No, it's the medals that are awarded in Tour de France: gold, silver, bronze and hamstrung. One, two, three, six-six-six.
- Obviously it is integers ordered according to the frequency of their appearances in Western literature. Those wacky Christian mystics, right? All about 666!
- But you said it's 666. You did just now! Are you feeling okay? Maybe you should sit down for a bit, you don't look good.
- "The Beast comes, all of a sudden! One! Two! Three! Six hundred and sixty six, the Number of the Beast! *In medias res, Lupus Magnus Innominandum, Lucifer Deovore Daalek Satanus!*" is the rule.
- What do you mean, the next one can't be 666? What happened to respecting the other guy's religion? Huh?
- *Four?* I'm so quoting that on Facebook. (This does not actually produce a sense of conviction in the other party, but rather a sense of crippling self-doubt with pretty much the same results.)

- *Four?* I never pegged you as a racist before.¹
- What do you need a rule like that for? It's as obvious as elementary, high, university and *Satan on horseback!*
- "Wait, no." (Repeat after each attempt to disagree. Each time increase the time between "wait" and "no".)
- No no, I got this. This is much more elegant than yours. See? "One, two, three, six hundred and sixty six, blood, blood, blood, *blood, blood—*" (repeat with slowly increasing volume until you win)
- Is too! Look, I can point you at one guy on the Internet that agrees with me and *not you—*
- Is too! Look, there's this book which has not just *one* reason but *metric buttloads*, look *here—*

¹"But let me get my Hitler costume and strap-on. . ."

Chain fraction

This here is a chain fraction:

$$\frac{6x + 1}{3x^2 + \frac{x^2 - 4}{2x + \frac{11}{-5 + \dots}}}$$

People: This game is for two or more teams of two persons each.

Rules: One person in each team is handed a page of mathematical exposition; a page from a journal article, or just a page full of equations. He's the *lecturer*; the other, a few meters away, is the *author*. The lecturer's mission is to speak out loud the formulas on his paper, while the author writes them down. The errors the author makes are, say, plus five seconds each to the team's time. ("Wait, what time?") After the page is done, the roles are reversed.

Goals: The team that does this the quickest wins. Whoever is judging this may deduct time for extraordinary outbursts of rage, or for the utilization of the phrase "What we had in our last paper".

Note: Why yes, a lot of drink would help. Also, if you're through, it would be possible though unchivalrous to yell nonsense to disturb the remaining teams. ("Nabla nabla nabla eleven blaagh!") And the teams could be positioned in

CHAPTER 121. CHAIN FRACTION

some kind of a circular crosshatch pattern not facing each other for added challenge.

Rock, paper, scissors, a mathematician ruining it

I

The obvious variation is to add more signs into the game: say “rock-paper-reviewer-editor-scissors”. It is inobvious, though, whether rock beats reviewer or the other way round. (Some of those reviewers are *tough*.)

One way is to draw a pentagram in a single line (making each segment an arrow pointing the way you draw it) and then to draw a circle round it (marking the direction you draw). Then you can treat the points of the pentagram as the five signs, with each point originating two arrows indicating two other points, and being indicated by two of the others; which gives two signs that submit, and two that conquer.

Also, probably the most Satanic game design in history.¹

This addition alone, though, doesn’t make the game more interesting, just more complicated.

One could say winning or losing by the circle is different from winning or losing by the pentagram: but how? (Through a pentagram loss, you forfeit *your very soul*?)

¹“Play not with the Satanists, for they cheat.” —St. Augustine

“Play not with the Christians, for they know not all the rules.” —St. L.

Ib

As for the simpler obvious variation: Rock-paper-plasticknife-scissors, the game with four sign(al)s/gestures, is a bit iffy. You tie with the same; you lose to one, win against one. . . but what about the fourth? If it is a tie, one half of games end in a tie. It can't be a win or a loss, because that would make some signs better than others. If rock wins against against plasticknife, then plasticknife loses to both rock and scissors, wins against paper and ties against itself — it would always be better to play rock (WWLT) than to play plasticknife (WLLT).

Any odd number of gestures can be arranged to be equally good; no even number above two can be without increasing the number of ties.

Then again, with more gestures this just isn't interesting. Who cares if Horned Goat loses to Hanged Man or Lone Dalek, if it's the same loss either way?

Ic

Rock-paper-scissors doesn't have the same kind of a hierarchical arrangement as playing cards do — there you don't get to choose your cards, so you can have cards that are better than others, most of the time. In rock-paper-scissors, you need to have options that are somehow equal (by not knowing the other player's choice, if in no other way), because why would you choose a sign that was less likely to win?

Consider the card game known as "Red". Both players draw a card from a deck, face down. Both then reveal their card. A red always beats a black; below that, a bigger card always wins. Not a particularly interesting game, but perfect for high school students really tapped-out after an unwelcome lesson. If you could call the card you wanted in Red, you'd be screaming "Ace of Hearts!" all the time — and

having a tie with your opponent, who would be shouting the same. (Or “Diamond Ace!” — it would be a pointless, melodramatic game either way.)

This illustrates that either your choices can’t matter, or you must have no choice at all. . . which is a depressing prospect, but rock-paper-scissors is not much of an intellectual game anyway, as far as its mechanics go. The psychology can of course be very interesting, especially when you keep playing it. (“Is she going for scissors again? Third time in a row? But what if she’s counting on me pulling rock, and intends to play paper? Then I should play scissors— unless—”, et cetera. Put two psychologists to work playing each other, and they’ll probably stare at each other for five minutes, and then one admits defeat.)

It would be ideal to make a game with mechanics just complex enough to generate interesting psychology. Rock-paper-scissors isn’t quite complex enough. (Then again, it’s better than tic-tac-toe, a game where any player smarter than your average calculator can always at least tie, and two such players will always tie.)

II

The obvious biological variation would be to play the game with both hands at the same time. But this too makes the game different — in this case quicker (two at the same time!) — but not more interesting.

Then again, this gives more scoring conditions: a double win, a small win (win one, tie one), a fighting tie (win one, lose one) and a full tie (tie both). (The first two are, from the other end, a double lose and a small lose.)

By crunching numbers, the likelihood these outcomes is, assuming the players are dumb automatons:

11% Double win (W/W)

22% Small win (W/T)

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22% Fighting tie (W/L)

11% Full tie (T/T)

22% Small lose (L/T)

11% Double lose (L/L)

— one percent is lost in the rounding. (Use $1/9$ and $2/9$ if you want to be exact.) If you take the first two as “wins”, the middle as “ties” and the last two as “loses”, then the odds are the same as in a normal one-handed game of rock-paper-scissors; there’s just a bit more additional detail within each category. To make a sensible variant of the game, this added sensitivity should be utilized somehow. (Note the two ties aren’t different in any intuitive way; both players get the same result in each. Some new rule could distinguish them for some other new aspect of the game.)

Mind you, this could be a decision tool if you needed two exit conditions —

Double win: We’ll do what I want, all the way

Small win: We’ll do what I want, for the most part

Fighting tie: Fine, let’s do nothing; I’ll go home, this isn’t working!

Full tie: Let’s try to split everything evenly, okay?

— but I’m not sure anyone needs help for making decisions like that.

The mechanic is there; the game just needs an addition that uses it.

III

The third variation, a sort of obnoxious meta thing, would be to have three players, each with two hands, each playing

a one-handed game with each of the other two at the same time.

Call the players A, B and C. Three games resolve at the same time, each with three possible results (win/lose, lose/win, tie); this gives twenty-seven different total outcomes. Those form four categories, the way I choose to group them.

I'll write " $A > B$ " for "A wins over B", " $A < B$ " for "A loses to B" and " $A = B$ " for "A and B tie".

- 1) $A < B < C < A$: a roundabout tie. $A > B > C > A$ is the same thing: each player has one win, one loss, and there's no assigning rank to them.
- 2) $A = B = C$, every game ties; same signs all around. A great tie! Also, the appearance of a gang meet-up.
- 3) $A > B(\text{sthng})C < A$ — Strong ranking; One player wins both of his/her games: victory! (I'll call it that to distinguish it from "wins", which are the results of individual games.) The third game, between the two losers, either gives second and third places, or a divided second if they tie:
 - 3a) Full rank: $A > B > C < A$. Player A takes first place (wins over B and C), Player B the second (wins over C, loses to A), Player C the third (loses to A and B). Alternately, $A > B < C < A$.
It's probably sensible to say $A > B > C = A$ and $A < B < C = A$ belong here as well, if = means 'no decision'; one can't argue for any different order than the obvious one.
 - 3b) Weaker rank: $A > B = C < A$. Player A is the winner; the other two both lose.

Note that there can't be a case where two players win both their games: the game between them can have at most one winner. This three-player game produces either one victor (above) or less (below).

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- 4) $A > B$ (sthng) $C = A$ — Weak ranking; No player can be ranked as the best of the three. ($A > B > C = A$ is already included in 3a.)
- 4a) Weaker rank: $A > B < C = A$. There's no victor, just two winners; but B sure loses.
- 4b) Weakest rank: $A > B = C = A$. There are two ties and one win-lose; thus, a winner, a loser, and one the game didn't decide about. (Also, $A < B = C = A$.)

I think one has to think that a tie means “no decision”, because one can't really interpret a tie as “are equal” because of situations like $A > B = C > A$. If B and C are equal, why is one strictly better than A and one strictly worse? Unless you interpret that as collapsing $>$ into \geq into $=$; how you interpret the mechanics makes the game.

As for the improved version of rock-paper-scissors, I have no idea. I'm, like the monster that devoured Car Talk, just throwing up mechanics.

Other games

1. **Shit or Masturbate?** ▷ One of the group describes, while the others try to determine which activity is being described. Once everyone has a guess, the guesses are revealed. Then everyone loses.
2. **The Murderer** ▷ The assembled players debate which of them has come to the place they are to kill a person, and whom. The game ends when a consensus, up to one vote of dissent, has been reached.
3. **Deepness** ▷ Half a game, half a theological exercise. Each sentence said to you is a koan of great importance and insight, if you only see it so. Do you want fries with that?
4. **Rong** ▷ Discuss with your friends the things you do but never talk about, like toilet business, masturbation, checking yourself in a mirror, or chewing your food. See if you find that any one of you has been doing them “wrong”.
5. **Conversation** ▷ Two players exchange sentences. Each must make sense together with the previous one, but *not* with the one before that. The game ends when it becomes too silly or boring.

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6. **Penis** ▷ The players say “penis”, each louder than the previous. Those that do not, lose. The game continues until only one player remains. (Also known as “cunt”, “(orgasmic grunt)” and “fire”. The first of these is often played in teachers’ lounges.)
7. **Vagina** ▷ The players go out en masse and accost men, women or the like on the street, asking for help. The only words they are allowed to say, on pain of losing, are the sentence “Sorry, can you help us?” and the word “vagina”. When the person so accosted leaves, the last one to speak to him or her does not lose. Of the others, the one that hasn’t said the word for the longest time loses and leaves the game. (What counts as speaking, and what is just yelling at someone’s back? The players decide, and since this scoring is an easy thing to check out, the rules about what you are allowed to say without losing stay in force — the players should point fingers and use the word if necessary — and the game continues with a new person until there’s no-one left.)
8. **Money** ▷ Two players; for simplicity let us assume player one is a she and player two is a he. Player one gets a bill — that is, a bit of paper money — and stands on a street with her feet apart and the bill on the street between them. She may not move her feet, touch the bill, physically prevent anyone from taking the bill, or acknowledge the existence of the bill with speech or gestures. Player two is tasked with finding a stranger to pick up the bill and bring it to him; he may not enter player one’s field of vision.
9. **Money II** ▷ Some bills are required, of any amount the players are comfortable with. Each should be discreetly defaced with the words “THEY’RE ONTO YOU”. The first player approaches a random person and hands him or her a bill with the words “I was asked to give

this to you”. The task of the remaining players is to perform that same task to that same person. Anyone that says anything more or gets arrested loses. (It is recommended that the players agree on a sequence beforehand, and that the sequence of bills is of strictly increasing monetary value.)

10. **Money III** ▷ A one-player game. The player finds a stranger, and starts counting out loud: “One. Two. Three.” and so on. At the stranger’s first word of protest or question, the player must hand out an amount of money equal to the last spoken number, thank the stranger, and leave without any further explanation. (If done properly, this is a zero-sum game for both parties: confusion and greed but also money; and loss of money but also satisfaction at chaos well done.)
11. **Money IV** ▷ Two players and one shoulder-held video camera for player two. Player two trails player one with the camera “filming”, while player one attempts to buy stuff from street vendors at ten times the listed price. Player one can’t directly acknowledge player two’s existence — something like “It’s okay, don’t mind him” is okay — or the reasons for the price that is being insisted on — “Let’s just say I pay this much. Can we do that?” is okay — and player two can’t stop “filming”, and can’t speak at all. After a vendor accepts, the players switch roles and, ten minutes later, try the same vendor.
12. **Limiters** ▷ Each player chooses a limiter; then they all venture into a social interaction-heavy space and try to survive without breaking their limiters.
 Limiter examples: Cannot speak words. Cannot move arms. Must cluck tongue after each sentence. Can only move by hopping on one leg. Can only speak with eyes closed. Must keep one hand at crotch. Must keep a finger in mouth. Must scream whenever the word

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“you” is said. Must pretend having the opposites of all his or her desires and opinions. Must taste all books. For all conversations, must crouch and address the crotches of other people. Must start all sentences with a general address of the recipient, ie. “You Chinese person, can I have the salt?”

13. **20 Questions** ▷ Two players, the questioner and the secret-keeper. The latter chooses a subject; the former has twenty yes-or-no questions to tease out the identity of the subject. (The answers may be yes, no, or mu — meaning here, “That question is meaningless in this context, I do not know, or yes-and-no or neither-yes-nor-no.”)
14. **20 Questions Double** ▷ The same as the previous, except both players choose a subject, and then alternately ask questions, trying to guess the other’s choice. However! Both must answer all questions, even their own.
15. **20 Questions And One Lie** ▷ As 20 Questions, but the secret-keeper is allowed one lie — if the question is re-asked, the truth must be told. (Of course one can tell the truth the first time, and lie on the second. . . in which case the lie would be spent and one would need to tell the truth on the third asking.)
16. **20 Questions Alterna** ▷ As 20 Questions, except the first answer and every second answer after that must be either true or a lie, and all other answers must be of the other kind. (Thus, either “lie truth lie truth—” or “truth lie truth lie—”) This game might require a pen and paper.
17. **Actor and Director** ▷ Two players: the actor and the director. They venture into a social situation. The actor must obey the director’s directions. These are given with the director’s right hand.

Hand covering eye = Must stare into cupped palms for ten seconds.

Hand covering nose = Must react as if to a horrid smell for five seconds.

Hand covering mouth = Must not say a word for half a minute.

Hand on ear = Must ask "Did you hear something?"

After ten minutes or the situation becoming too weird the roles are reversed.

18. **The Censorious Telephone** ▷ The first player says a sentence. Each player must now in turn rephrase that sentence, retaining all of the essential information in it. (If necessary, vote.) The first word of any previous sentence is forbidden; if a player says it, whether in a sentence or when building one, that player loses. The last player remaining gets to say the next sentence.

19. **Visual Telephone** ▷ The players form a ring, and each gets a pad of paper. Each player writes a sentence and passes his or her pad to the right. Each player draws the sentence on the next leaf and passes his or her pad to the right, where the next player writes the scene in a sentence on the next leaf. This repeats, draw and describe, draw and describe, until everybody has his or her pad back; then the results are checked and, hopefully, laughed at.

Example sentences: Santa Claus is greasing himself for entering a particularly small chimney. The Easter Rabbit eating a teacup. A leprechaun fights a mind-controlling moustache. Dracula does not like jam. George Washington fights the killer trees. A pyramid salesman. Robots discover an impostor. Buddha achieves enlightenment.

(Or "Wrath of Pac-Man. Act 2, Scene 3." (Maki Naro))

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20. **1000 Blank White Cards** ▷ This is the greatest of all games, but too complicated to be described here. Google!
21. **Crock-Pauper-Twistors** ▷ This game is played like Rock-Paper-Scissors, but there is no limitation to the “signs” the players may throw; any convolution of a hand accompanied with a cry of a word does. Then the players have a frank and honest ten-second discussion over which sign wins; then the game is done.
Additional rule: One point for the conceptual winner; one point for the sign best representing the sign thrown. Thus either a winner or a draw.
22. **No-Dice No-Paper Roleplay** ▷ A game of instant storytelling, or a simulation of the evil genie theory of God. Two players, The Player and The Gamemaster. The first controls a simulacrum of himself or herself, starting in a virtual reality exactly like the point in real reality when the game starts; the second controls that whole virtual world. Together, they try to find an interesting story.

Example:

Gamemaster says, “Okay, Morgan Freeman walks in that door.”

Player: “Ohmigod, I’ll take that pad of paper and a pen and ask him for an autograph.”

Gamemaster: “As you approach him, he stares at you, and says, ‘You must come with me. The world’s at stake.’ How do you react?”

Player: “Dive out that window.”

Gamemaster: “You leap and crash, get lacerations on your face and forearms, and shortly after sod. As you pick yourself up, you hear a voice from behind you, asking, ‘Why the fuck did he do that?’ That’s my voice.

Then there's a squish, and then my detached bloody head flies past you and to the street."

Player: "I pick up the head and run towards the police box."

23. **1000 Blank White Cards** ▷ Okay, you lazy twerk, here're the rules.

Get pens, lots of empty index cards (anything playing-card sized is fine) and a couple of players. The rules of the game are, you draw one card, you play one card, and then the next player does the same. Before the game begins, each player draws/writes 10 (5? 7? 15?) cards; these and 10 (20? 15?) empty ones make up the deck. Your starting hand is 5 (7? 10?) cards; you can make any empty ones you get into anything you want while the game goes on. (No editing already made cards, unless you have a card that says so.) Played cards go to a graveyard (a discard pile, whatever) or stay in play (under your control, or just layin' on the table) depending on what they say and how you play the game. Winning is not important; whimsy is. There does not need to be a card with a win condition though one simplifies the endgame. If you finish a game and start a second one, rifle through the existing cards and put the interesting, fun ones into the deck.

Every card could have a *name*, an *illustration*, and a *text* which says what the card does. For example:

* * *

Chicken of War

(some chicken scratch)

This card stays on the table until you play another card. Anyone can't play a card unless they cluck first.

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* * *

Ham Sandwich

(as expected)

Draw two cards and make choking noises.

* * *

Tasty Apples

(apples)

You have one point. (When the game ends, maybe when the deck is done, the player with most points wins, I guess this is what the points mean. Oh and keep this card on the table close to you and if it leaves the table then you don't have these points anymore.)

* * *

Dr. Gottawin III Sr. Jr.

(ugly runes)

You have 100 points. You greedy bastard.

* * *

Ninja Central

(nothing to see here)

You have one Ninja Point. (Ninja Points aren't real points because nobody can see them.) I suppose this card is useful if anyone made cards that are about Ninjas; I wonder if anyone did.

* * *

Hurried Ninja Card

(no illustration; ten ninjas!)

You can play a blank card as “Ninjas Strike! And put any card in play to the top of the deck!” but that blank card goes back into your hand.

* * *

I Wish I Get This Card I Made

(pic)

Look at any player’s hand. If they have blank cards, you can give them any cards from you hand and they give you as many blanks.

* * *

The Silence

Nobody can speak.

(You don’t seriously think I’m gonna gamify the Doctor Who creatures? For fuck’s sake this is a card, not a booklet!)

* * *

Everybody keeps one eye closed all the time. (There’re no penalties; everybody just must do this. This is now a *law of nature!*)

Everybody also keeps one eye open all the time.

* * *

This card is a closed eye for the player who has it.

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* * *

Experience with Magic: the Gathering or similar games can influence one's card designs and the eventual rule-set. This game usually is like Unglued/Unhinged except even more so.

There can of course be cards without a name, or a picture, or text. (Hey, it's a pretty picture!) There are no limits as long as there are empty cards. Cards can require their destruction when played; cards requiring the destruction of other players are of limited fun. There can be unplayable cards, (name: "Stop! Ham-mertime!" — text: "You can't play this.") and cards can include actions and conditions of all sorts. (However, do not try "The player of your choice is now and forever your obedient sex slave." — someone always writes a targets-and-sources-reverser, and then you're stuffing a cucumber up your *tukhus* and hoping your *shtiebel* isn't next. Also all effects end at the end of the game, or when a player exits the game.)

(If any player should, through the effects of some stupid and draconian card, exit the game before others, it is traditional for them to harass the remaining players.)

See Google and Wikipedia for more rules and card examples.

24. **Dodge No Ball** ▷ The Prisoner's Dilemma of Throwing-Ball games. There's a yard, and two players, each with a ball. (Volleyballs are suggested, as baseballs might hurt.) There's a third player with a whistle, or who can whistle without one. As he or she whistles, each of the other two players may throw their ball at the other, or not do so. If neither player does, the players change places: first to second, second to third (whistle), third to first. If a player throws, well, then

there's presumably the smash of a ball on flesh and a whimper of pain.

This game is also known as Horwas — HOrror Realistic WAR Simulator.

25. **Kagome** ▷ One player (the demon) sits down; the others form a circle round the demon, and the circle then spins, the demon sitting still and with closed eyes. The people in the circle sing a song, and when the song ends the circle stops: the demon then has to name the person standing behind it.

Any brief song or poem will do, as long as all in the circle can sing it. (A few verses of Sympathy for the Devil would be nice.)

If the demon is right, its curse is lifted and placed on the person correctly named.

26. **Taboo** ▷ The polyamorous players enter a bedroom.

holding the Master's hand while red
 gagging porcelain "lingam"
 .

27. **The Lecture** ▷ This game is played during a university lecture, a high school class, an important company presentation, or the like. The players are in the audience. Any player can gain a point by standing up and raising both hands, as long as the lecturer/teacher/CEO does not notice. Standing up, raising both hands and putting a leg on the table is two points; standing on the table three. Explaining to anyone that the actions are a part of a game means an instant game loss. At the end of the lecture/class/meeting, the points are counted.

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28. **Hell** ▷ The players are in hell. The only way to escape hell is to utter a perfectly true statement. It is the task of the other players to prevent anyone else from escaping hell; all tricks of logic, science, rhetoric, theology and semantics are allowed.
29. **Heaven** ▷ Every player must be silent. A word, a whisper, a giggle — all mean losing the game. There's one exception: one player is chosen as God, and when God speaks, everyone must repeat God's words or immediately lose the game. All losers go to hell. (When just one player and God remain, they exchange positions and hell is vomited back into play.)
30. **Edward Dininghands** ▷ Requirements: Any two of a spoon, a knife and a fork; also, duct tape. Tape the implements to the player's hands; use enough tape to make the use of fingers impossible. Repeat this for every player. Then have dinner.
31. **Edward McHands** ▷ A variant of the previous: There are no implements, just finger-incapacitating duct tape. This is applied at the players' fast food place of choice, just before the burgers arrive.
32. **Pig in a Blanket** ▷ (Description omitted since few people have porcine pets these days, and those that do generally wish to keep having them.)
33. **Stool of Repentance** ▷ A game of confession, forgiveness and shit. Each player prepares an anonymous slip of paper with something troubling him/her written on it. Each slip is then dropped into a toilet bowl — some other bowl may be used if the players feel queasy — and then the players, one by one, use their mouths to fish up one paper and, after quietly reading it, say "Don't worry; be happy!"

34. **A Cold Wind Blows** \triangleright There are n players and $n - 1$ chairs in a ring; the last player stands in the ring, and says a sentence beginning with “A cold wind blows” and ending with some detail of personal appearance: “for everyone wearing white”, “for everyone with a beard”, “for those who have a uterus”. Those must bolt up and each seek a different seat; and the one in the middle must try to get a seat as well. The person left seatless makes the wind blow again.

The game either lasts until it ends, or slowly diminishes by eliminating anyone who has spoken three times: that person eliminates a chair of his or her choice, and that chair’s occupant becomes the new speaker. In this version, the first time anyone speaks it is to tell that “a cold wind blows”; the second time to say “a dark and deadly wind blows”, and the final time, “a wind from the deepest of all hells blows”.

35. **Waking Up Cthulhu** \triangleright A basketball is Cthulhu; the players are divided into the Cultists and the Investigators. The task of the former is to wake up Cthulhu; that of the latter, to keep Him sleeping. The normal rules of basketball are in force, except there are no hoops: where the hoops would be are two instances of R’Lyeh.

The usual rules of basketball are in effect, except:

If a Cultist stands still at R’Lyeh and bounces Cthulhu on R’Lyeh for a fixed number of times (ten?), Cthulhu wakes up and eats that Cultist; she or he leaves play and, before leaving, may lob the ball at anyone. (Alternately, “If the Cultists bounce Cthulhu the set number on R’Lyeh without the Investigators taking hold of Cthulhu, the last bouncing Cultist. . .”)

If the Investigators manage to take Cthulhu from one R’Lyeh to the other (and back?) without losing Him to the Cultists, the last of these Investigators goes mad

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from the revelation and leaves play; he or she may, before leaving, lob the ball at anyone from R'Lyeh's dark depths. (Alternately, "If an Investigator manages. . .")

The Cultists win if they all manage to leave play; then they're EATEN FIRST, Cthulhu wakes up for good, and the Investigators are eaten in a much slower, more horrible way.

The Investigators win if they all manage to leave play; then Cthulhu's rising is moot, for there's nothing for Him to snack on except a few gibbering culty loons, and He slips back into His dreaming sleep until the next game.

36. **The Police and the Protesters** ▷ The playing area is limited. One of the players is the Policeman (doesn't matter if he's a she); the rest are Protesters. Anyone that the Policeman touches is gassed and must fall to the ground with closed eyes. They can get up then, but those eyes must remain closed. The Policeman wins for the first time when everyone's been gassed; then he can go round a second time: everyone touched for the second time is dead, and can't move at all. (Not even to open eyes, of course.) In the end, the Policeman wins.

In the more complicated version of P&P, there's no second-touch dead rule, but there are more Policemen, though not as many there are Protesters. Anyone gassed must obey a Policeman's directions on getting up and moving about (remember, eyes closed; there may be hand or neck-holding). There's a special section of the playing area which is the Rendition Zone; the players that go there (on the Policeman's orders, presumably) are stuck there. Any gassed player not in the RZ can be un-gassed by a hug from an un-gassed player. The Policemen win when everyone is in the RZ; the Protesters still can't win.

In the hyper-realistic version of P&P, each Protester has a baseball, and each Policeman has a bat. A Policeman hit with a ball must drop his bat. A Protester h— touched with a bat must drop his ball, and if not holding a ball, can't move from place (feet glued to the floor) until he's touched a ball. A Policeman can pick up any bat he didn't just drop, but can't touch balls. Protesters can't hold more than one ball. Nobody gets to kick anyone's balls. The Police wins if all Protesters are frozen to place. No grappling or punching, but obstructing is allowed. There's a clock; if the Police don't win before the time runs out, the Protesters. . . tie.

37. **Les Miserables** ▷ There are four players, called Javert, Valjean, Cosette and Thenardier.

Each player has two hands, to the total of eight. At the start of the game, all four gather round a table and place their hands on it, fists in a circle. Valjean and Cosette are opposite each other. In the middle of the circle of fists, a stone, of a size to be nicely held in a fist, is placed; it is acknowledged that any hand which holds this stone cannot, by the reason of holding this stone, hold a hand. It is acknowledged that no player can hold hands with his or her own other hand; each player can, and must, hold exactly one hand in each of his hands, or her hands as it may be, once the game begins, with no interruption, pause or delay, but instead springing into the action of linking hands as the sewer-rats of the great and Roman-arch ceilinged sewers of Paris fell on the bodies of the victim-heroes of the lamentable 1832 June Rebellion, including such illustrious young hopes of France and stalwarts of the Rue de la Chanverrierie as Enjolras, Combeferre and the spectacularly well-read Feuilly.

The game begins with Valjean taking hold of the stone in one of his hands, or as it may be, her hands. At

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that moment each other player claps his or her hands, then quickly takes hold of a hand with each of their own. As perforce of one hand of Valjean's being occupied by the stone, there is one hand left that is not occupied by a hand or a stone. The player to whom that hand is attached loses, and as the next round begins, is responsible for the clasping of the stone, which is the signal for the clap, and the entwining of hands.

The scoring of the game follows the following rules:

Javert has caught Valjean if he, or she, yadda yadda, holds *one* of Valjean's hands and Cosette does not. In this case Javert gains a point.

Cosette has caught Valjean if he, *quod libet* she, holds *one* of Valjean's hands and Javert does not. In this case Cosette gains a point.

If Javert holds one of Valjean's hands and Cosette holds the other, *Valjean* gains a point.

Thenardier, being outside the common rules of men, gains a point if he loses, that is, if one of his hands can't find a hand to grasp, going thereby perforce to a pocket.

The game which the players have before them at this moment is in its entirety and details a progress from zero points to one, from one point to two points, and in such order to five points, with the player who reaches the said point firstmost being the one to win the game.

38. **Not If I** ▷ Each player chooses an object, preferably an actual physical object present; the players form a circle; and the game then begins. The first player says to the second, "Do you know", followed by some homicidal plot. The second player must then respond with "Not if I", followed by a defensive plan utilizing the object he or she picked. The second player then threatens the third, and so on along the circle.

However! To keep the players from planning too much, homicidal plots aren't the only "Do you know"-fodder. There are two other categories that may be used: social embarrassments and kittens in trouble. The idea in each case is to answer in such a way that one is not killed, one is not embarrassed, or that a kitten is rescued.

If the players desire a more competitive game, then any um or uh before a "Not if I" or "Do you know" means losing. (Note that "Not if I" is not the most ideal start for some countermeasures. This is intentional.)

Examples:

(Homicidal intent) "Do you know this building is filling with cyanide gas?"

(Panties) "Not if I jam these in the vent!"

(Embarrassment) "Do you know your pants will vanish in ten seconds' time?"

(Spade) "Not if I hold this spade upside down so the blade covers my crotch!"

(Kitten) "Do you know I left a kitten in my hot, hot, hot car?"

(Catsup) "Not if I cloud the windows with this catsup. . . wait, does that help any?"

39. **A Sick and Evil Game** ▷ Any game which carelessly includes something that has hurt you. Those burned by letting the wrong person to third base don't enjoy baseball.
40. **Tamagotchi Massacre** ▷ One of the players is chosen as the pet. The others form a loose circle round the pet and take turns, going round the circle, in shouting commands at it. It is up to the players how rapidly

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or slowly they shout the commands; but either extreme is considered unsporting and thus not fit for the initial stages of the game.

If a pet fails to obey a command before the next one is shouted, it dies and the player who shouted that failed command jumps into the circle to be the next pet. (The former pet stays, dead and limp, in the circle.)

There are five commands to shout: play, toilet, discipline, medicine, and lights.

- **Play:** the pet scampers to stand in front of the shouter.
- **Toilet:** the pet squats, but does not imitate the action more than that.
- **Discipline:** the pet turns to face some other way, then jumps forward as if slapped.
- **Medicine:** the pet jumps up and down, holding its butt.
- **Lights:** the pet freezes in place, because dark is scary.

“Tamagotchi Massacre” is named “No-Brand Digital Pet Massacre” in places where “Tamagotchi Massacre” is not covered by parody, transformative use or indolently lax and unforced copyright/trademark laws. If there are two circles playing the game at the same time, see the original Tamagotchi toys’ rules for marriage and offspring.

41. **Doctor** ▷ This is less a game and more harassment. The players (the more the better) approach a stranger on the street and ask, in perfect unison, “Do you want to play doctor with us?”

In the unlikely chance that the stranger says yes, the players each then cry out “I’m Tennant!”, “I’m Troughton!”, “I’m Davison!”, etc., and scatter in all directions, laughing and acting strangely.

42. **Is This All A Game To You?** ▷ Yes.

43. **Freeway's Game of Life** ▷ It's Frogger for people!
44. **Running with Scissors** ▷ Also known as Punctured Jackass. This is a game whose name should not be taken as a straight description of it. This is an observation game: the players sit down and observe a mall, a park, a crowded street: any place where people do unmonotonous things. The players then observe at each other the horrible, horrible accidents that could/should happen to people because of the things they do. The more the other players cringe, the more one wins.

Player #1: "That kid there's going to tug its mother until it's squished under her falling bulk."

Players #2: "Ick."

Player #2: "Running like that, that girl's going to slip and slide her face three feet long along the floor."

Players #1: "Oh for... yuck!"

Player #3: "Look at that boy... also, see that Christmas tree... just over that boiling kettle. Suppose he takes a step to right..."

Player #2: "You... why... no. Just no."

Player #1: "This is it, you sick evil bastards; I quit!"

45. **Beyond Mythbusters** ▷ The TV show Mythbusters tests all the myths their moneys and the laws of the state of California allow. This game is for *Gedanken-experiments* exploring the interplay of those two limitations.

The first player posits a myth whose testing would be illegal and/or grossly immoral.

The second player tries to find a way to, through the expenditure of large but not unlimited amounts of money, have that myth tested in ways which are not

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illegal or very immoral. (Ground rules: “Lobby for different laws / Fund a moral-changing campaign” is forbidden. “Thrown around money to develop sci-fi tech” is dodgy.)

Then the roles are reversed; the first player to get three points wins. (If there’s a third player, she’s the judge.)

46. **Gaslighting** ▷ This is a game for a group of players and a friend.
47. **Psychological Blitzkrieg** ▷ “No, let’s not play *that* game.”
48. **Count Vehicula** ▷ A game for car trips: count something. It can be motorcycles, red cars, Christmas lights, bicyclists, bears — it is best to choose something that presents itself with some regularity, since a six-hour no-point game of “Spot the Golden Car” might create some intravehicular tension.

Usually the driver has less free attention to spare for games: thus she can either be the Judge and Jury, or then play with a handicap in her favor. (Note: the driver has the best view of mirrors, and can decide where the car actually goes; this may already be a sufficient handicap.)

Wave: In this variation, one must wave and get waved back. Usually a color is assigned to each player, who then target cars of that color or pedestrian with a jacket of that color. (Being in a city, frequently stopped at traffic lights, helps.)

Double: Here one gets a point only if two targets are in view simultaneously. This doesn’t need to be two red cars — a red car *and* one more car fit just as well, for less trafficked stretches of road. (As always in life, it is up to the players to design a game that they like playing.)

49. **Name Chain** ▷ The players decide on a pool of words: first names specific to a culture; Japanese cities; movies; characters in Tolkien; mathematical terms; and the first player picks one. It is the task of each subsequent player to say such a word as begins with the letter the previous one ended with. Thus: *function* — “n” — *number* — “r” — *radius* — “s” — *set*, and so on.

Usually after a while it becomes apparent that a seemingly abnormally high amount of words end in a letter N ; at this point the players may start considering accepting a rule that a word which ends in N may be followed by any word from the chosen word-pool.

Soon after this a letter M , similarly abnormally frequent, will appear.

With most players, and with a wide enough pool, there’s always a suitable next word. If the players so want, they can decide on time limits, kicking players out, and whether the player-killing letter passes to the next player or not.

The players are expected to jointly and amicably decide whether specific words are allowed, or whether they have already been used. (Is “set theory” a word? Is it acceptable if “set” has been already used? The author would say no and moot, but the players are, as always in life, free to make their own rules.)

50. **Name Lightning** ▷ The first player says a word. Each subsequent player says the first word to spring into her or his head on hearing the previous word.

There is usually laughter; also, in most games Hitler and boobies appear, inevitably, repeatedly, and at times after each other.

Or maybe it’s just the people I know.

51. **We Are Garmin** ▷ A game for three people and a car. One drives; the other two alternate in giving di-

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rections. The only two possible directions are “turn left at the next” and “turn right at the next”. The direction-giver whose turn it is may wait as long as necessary before giving it, though he or she should give it well before the intersection; in the meanwhile, the driver should drive straight on if possible, and according to his or her inclination if driving straight is impossible and no direction is forthcoming.

In one variant, the two direction-givers each have a goal that the other players don't know; each tries to direct the car to his or her goal before that of the other one. (When the goal is reached, the direction-giver says, “You are arriving at your destination in one hundred meters at your right. . .”)

To prevent the game from reducing to just going back and forth, the players may agree that each street and road can be traversed only once, and only in one direction. This variant should not be played in the countryside.

In another variant, the direction-givers engage in formal negotiation: one suggests turning left/right at some future point, and the other either (i) accepts, (ii) refuses, or (iii) accepts conditionally, if the suggester also accepts this: “we'll make your turn, but I choose the turn after that on my own.” The initial offer can be made as one suggesting this third option, too: “If we make this next turn, you get to give the next one, okay?” (It is crucial the players do not know where the other is trying to take the car. But maybe the driver does — maybe she chose the destinations?)

52. **Fixation** ▷ Both players in turn choose a topic, and then turn to an example where that topic might occur and explain why it does.

As this is horribly unclear, an example: The players are watching TV, and a commercial break starts.

Player one screams “douche!” at player two, and for the duration of the break explains why each commercial is really, actually a douche commercial.

Other options are newscasts (this is good news/bad news/good for me/etc.), TV series episodes (this is time travel/a dream/an evil twin/based on my last Friday) and scenes seen from a travelling car (behind that bend there’s a city/a lake/a ski slope/an army base). The yelled fixation should be something that could be.

53. **Euphemism** ▷ To be played while boredly consuming some stream of media. A player declares some wild deed, then interpret as many instances of innocent phrases in that stream as euphemisms for that horrible thing.

Wild deeds: A long night at the bar, anal sex, murder, hard drugs, gay pornography, murdering hobos, teaching chemistry, yiffing, fisting, accounting, dating, sport, doing make-up for snuff pornography, planning a costume for Folsom Street Fair.¹

54. **Non-birthday pinata** ▷ There’s a pinata on a boom, one player operating the boom, a blindfolded player with a bat, and a third player giving directions.

55. **Urine** ▷ As a substitute for the words “you’re in”. Each player gets a list of words to be inserted into conversation in places where they do not belong. The most successful insertionist wins.

56. **Hail Black Car** ▷ To be played in traffic. Suitable for cyclists, pedestrians, car passengers, and others. The player(s) agree(s) on a set of car colors, each paired

¹Note that this isn’t a list of *bad* deeds, just ones that your normal boring people find it difficult to talk about. Nine out of ten Ph.D.:s agree there’s no moral turpitude in teaching chemistry to underage children; the tenth is playing this game.

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with a gesture. (The list below may be too complex.) Whenever a car of that color approaches, going the other way, the player(s) must direct that gesture at the car.

The middle finger and similar gestures are not recommended, since some drivers can be homicidal *and* suicidal.

- *Black car* — A blown kiss
- *Red car* — An out-thrust vee sign
- *Silver or gray or grey car* — A raised palm
- *White car* — A smile and a wave
- *Brown, beige, etc. car* — Military salute
- *Blue car* — A gaping open mouth and scary staring eyes
- *Yellow or gold car* — Military salute with both hands
- *Green car* — A grabbed crotch and a leer
- *Pink car* — The helicopter
- *Flames or other decorations* — The wave (with all players)
- *Roof rack, ski box, etc.* — Finger goggles
- *Trailer or caravan* — Double thumbs up
- *Police car* — Play dead and run away

If the players are on foot, the range of possible gestures is much greater: kneeling, bowing, three jumping pirouettes, the Sailor Moon gestures, some simple Judo kata, mooning, the “I Want *You*”-pose.

If the players are in a car, it might be best to leave the driver to serve as the game’s judge. Otherwise, some other judge might sigh hearing what led to the crash.

If the players get into non-crashy trouble with the law, they may use the affidavit on p. ??.

57. **Hole Tempting** ▷ You make a hole by making a circle with a thumb and a first finger. You get a point when one of the other players sees your hole. The game goes on, alongside other activities, until all players bore of it.

58. **Cat Bowling** ▷ Need: a triangle number of plastic cups, a laser pointer, and a cat. Arrange the cups in a pyramid: one atop, two under it, three below them, and so on. Instead of bowling balls, use the cat, guided by the laser dot.

GAME A (“CLASSIC”): The one who’s the quickest to get the cat to run into the pyramid wins. (Alternatively, an aesthetics-based points system: cup scattering, clean-ness of the hit, buildup time, cat noises.)

GAME B (“CONSTELLATION”): A pyramid and a pointer for each player. Just one cat. The one whose pyramid is the last one standing wins. If the cat runs away, everybody loses and the cat must be apologized to.

GAME C (“FOLLOW THE DOT”): An obstacle course of “lines” (tape on the floor) and pyramids. The one to get the cat pass over all the lines wins; each demolished pyramid is plus ten seconds to one’s time.

59. **Cat Bowling (Assyrian)** ▷ Two cruel players and a cat. The passive player puts three bowls upside down on the table, and puts a cat under one. The active player has to smack the bowls, one by one. Smacking a cat-bowl will initiate a cat hunt and exchange the places of the players. Smacking a non-cat-bowl earns a point. The first with five points wins. Excessive bowl-listening and meow-waiting is prohibited.

60. **Our Series** ▷ A people-watching game. There is a TV series, and you are the narrator. Populate the series with characters played by the people you watch

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playing themselves. (Types of series: “Stranded after a plane crash”, “Actually aliens hiding from a Big Giant Head”, “They killed a man and now the relatives are coming to get them”, “Everybody is a serial killer!”, “Normal people and their sexual perversions”, “Whose medical emergency is it this week?”)

61. **Bingo People** ▷ Simple: Bingo where the card is full of characteristics. The first to get a full row, column or diagonal wins some small prize.

Five times five random characteristics:

- black shirt and jeans, bald, tattoo, water bottle, band shirt
- forgot to zip up, hiding arousal, bandage or band-aid, three rings or more, piercing
- man with an earring, socks and sandals, backpack with a water bottle, cross and cleavage, expression wars with appearance
- pen in clothing or hair, couple touching each other, reading a book, walking a bicycle, gloves
- something held in mouth, “something college”, muttonchops, goatee, ponytail

62. **Monopole** ▷ All the players stare at a person. Stare. Stare. Staaaaa—re. When the person notices, choose a new person.

63. **Six degrees to Hitler** ▷ Take a random Wikipedia article. Try to find the shorter path (through the links) to the article about Adolf Hitler. Usually four is easy. (The game is named six degrees because that’s the hypothesized maximum for those articles for which a Hitler-path exists.)

64. **Google Titty Index** ▷ Turn the safe search off, and see how far you can go in Google’s image search results without seeing boobies. (One point per each line,

or page, before the first one?) Players alternate in choosing the search term: a word, a name or a short phrase.

65. ▷

66. **Other sports, games and pursuits** ▷ Polo with bicycles instead of horses. Wellington tossing (i.e. the rubber boot, for distance). Wife carrying — you get a spouse and an obstacle course, and go! Competitive anything that makes you feel bad. Iron bar Nordic walking — look, you strut around but instead of ski poles you have equal-length spikes of two-finger thick iron. Belly flops. Swamp football. Swamp 100 meter dash. Swamp anything the requires quick and dexterous movement. Summer ice fishing — use rafts with holes in 'em. Mobile phone tossing — not a sex thing. Swimming in icy waters — not for time, you'll die you fool. Running on cornstarch. Bobbing for apples, or apples on a string. Bobbing for hams. Kissing licence plates — the first with all letters and numerals wins! Kissing cousins. Sumo-suit wrestling. Paintball Wilhelm Tell. Spanking chess. Chess boxing. Cheese boxing. Underwater chess. Underwater hockey. Splitting timber. Pooh sticks. Calling the cows. Scaring away the cows. Quidditch. Toilet seat tossing; or throwing anything that doesn't want to be thrown; a cat and a lake? Confusing a cat.

On sport

Sports are impositions of order and rules on chaos. Those rules then result in laughter, as any attempt to impose order on chaos does. It is strongly suggested that Discordians play many games, since this helps to remind to them that that which is true of sports is true of greater rules and order-structures as well.

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sport (v.), c. 1400, “to take pleasure, to amuse oneself,” from Anglo-French *disport*, Old French *desport* “pastime, recreation, pleasure,” from *desporter* “to divert, amuse, please, play”

Online Etymology Dictionary

What humans do big, they do small.

Humans love to build municipalities, democracies, kingdoms, empires, united states and nations. They are all full of rules, nice glittering rules that humans love to think are the product of pure reason instead of base emotion. Those

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rules tend to act like scissors and spikes when faced with humans: a lot of folding, spindling and mutilating happens. There are things humans aren't allowed to do; there are penalties when those things are done; and the ultimate penalty is to be kicked out of the game of life.

What humans do big, they do small.

Humans love to play sports and games: foosball, bassetball, chess, go. These games have their rules and laws, too: there are things the players aren't allowed to do; there are penalties when those things are done; and the ultimate penalty is to be kicked out of the game.¹

You can't step out of the game of nations. You can just step into a different nation. If you try to escape all nations, the only solution found to work is to found a nation of your own, which kind of defeats the purpose.

You can step out of a sport, though some sports enthusiasts tend to forget this. You can play a game for a few moments, an hour, a day, or until you lose the game. Then you can step away, look at the game from outside, think about something else for a while; then maybe play a different game, a better game, even. You don't need to gather fifty thousand signatures, or fifty-plus percent of the electorate to change the rules of the game, or to admit new players.

Some people play games for the fun, the thrill of them; some want to stomp other people in the ground and show how they're the best. Some people are anal rules-lawyers, others depend on the other players to nudge them, or to police them. Some players will gladly cheat. Some players lose all proportion. Some players just don't care.

It's a benefit of small games that they can remind you how big games — municipalities, democracies, the like — are also just games. They should be played so that most players have fun.

¹That, or someone weeing on your face as your fingers get stomped on.