

Cards Against the Mennonites Rules

Basic Rules

To start the game, each player draws ten White Cards.

The person who most recently read from the Bible begins as the Card Elder and plays a Black Card. The Card Elder reads the question or fill-in-the-blank phrase on the Black Card out loud.

Everyone else answers the question or fills in the blank by passing one White Card, face down, to the Card Elder.

The Card Elder shuffles all of the answers and shares each card combination with the group, re-reading the Black Card before presenting each answer; the Elder may also make minor alterations to make the phrase grammatically correct. The Card Elder then picks the funniest play, and whoever submitted it gets one Amusement Point.

After the round, a new player becomes the Card Elder, and everyone draws back up to ten White Cards.

Pick 2 or 3

Some cards say Pick 2 (or 3) on the bottom. To answer these, each player plays two White Cards in combination. Play them in the order that the Card Elder should read them – the order matters.

To maintain orderly behaviour, you can use paperclips to secure the cards in the right order.

Gambling

Don't.

House Rules

Cards Against the Mennonites is not meant to be remixed. However, minor modifications are sometimes permissible if decided upon through communal discernment. Here are some possibilities:

Let's Not get Carried Away, Now: Players set a timer at the beginning to assure that they do not whittle away too much time and can get back to work promptly afterwards.

Lay Leadership: Instead of the Card Elder choosing a favorite answer, the group chooses each round's winner by discernment and a consensus-based decision-making process. Note that it is difficult to combine this variation with the "Let's Not Get Carried Away, Now" variation.

No Schputting: Cards Against the Mennonites is designed to be inoffensive but it is still possible that the wrong combination of cards could inadvertently offend someone. In this version, players are permitted to draw cards rather than play one that is not entirely and exactly appropriate, and continue drawing until the correct one turns up. In this version, players are rewarded Appropriateness Points rather than Amusement points.