

Admission Statements

Main Game.

Use only the blue cards. Mix them up and put them all in the middle face down. All players choose 5 blue cards to form their hand.

Choose the first player to be the Card Boss. All other players choose a card from their hand and submit it, face down, to the Card Boss.

The Card Boss must shuffle the submitted cards and then proudly read out loud what is on each card, starting each statement with "I'll admit it..."

The Card Boss then chooses which card they admit to, and the person who submitted that card gets a point.

Note: Although the Card Boss must proudly admit to one of the cards, it does not have to be true. But obviously, it's better if it is.

Players all draw replacement cards so all players keep 5 in their hand. Set all used cards aside in a discard pile.

Play moves to the left to the new Card Boss. Players submit cards to the new Card Boss for a new round. First player to gather enough points wins the game.

Players	4-6	7-8	9-10
Points to win	5	4	3

Will each Card Boss choose something they've actually done? Something they really think? Something they're least embarrassed about? Or, just the funniest card?

Version 2.

Use blue and orange cards. Mix up the blue cards and put them all in the middle face down.

To make up their hand, all players choose 7 blue cards, and two orange cards (1 *YES* card and 1 *NO* card).

Choose a Card Boss to go first. The Card Boss picks a blue card from their hand to read. The Card Boss must proudly declare the statement on the chosen card out loud to the group.

After hearing the statement, all other players must vote *YES* or *NO* as to whether the card is true for the Card Boss. Each player votes by placing a *YES* or *NO* card in front of them.

After all votes are on the table, the Card Boss states whether or not the card is true for them, and the votes are counted for points. Each player who guesses it correct gets 1 point. If all players guess wrong, the Card Boss gets 3 points.

The Card Boss chooses a new card from the middle to replace the card used. All players always keep 7 blue cards and the *YES/NO* cards in their hand. Set all used cards aside in a discard pile.

Play moves left and the next Card Boss starts a new round. First player to 10 points wins the game.

Who can guess if the card is true for the Card Boss? Will the Card Boss be able to stump everyone?

Variations, Clarifications, and Other Stuff:

Trading in. For either game, if you don't like your cards, you can trade in some or all of your cards from your hand and take new cards from the middle to fill your hand. You can do this once for free. After that, it will cost you one point.

Scoring. For the main game, keep the winning cards in front of the players who submitted them. That way, everyone can see how many points each player has accumulated. For version 2, you'll need a scorekeeper who can write legibly, use a note keeping app, or just remember numbers really well.

Stop the confusion. In a game with lots of heckling, tangents and bathroom breaks, it can get confusing. So while playing, pass around the strategically labelled "It's my turn" card to keep track of, you guessed it, whose turn it is.

Moving the goalposts. You can increase or decrease the amount of points needed to win. Change it mid-game if you want. Who cares? Everyone just has to agree.

Snowflakes. Or maybe you don't keep score at all, and you're all winners.

More choices. Increase or decrease the amount of cards each player holds in their hand. Maybe a different number works better for you because you think you know better. That's okay.

Story time. If the Card Boss admits to something funny, a simple majority can require that they tell the story about it.

Dare to tell the truth. Make it mandatory that the Card Boss tell the truth. What could go wrong?