

Admission Statements

Main Game. Very simple.

Use only the blue cards. Mix them up and put them all in the middle.

All players choose 5 blue cards for 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 declare to the group what is on each card, starting each statement with "I'll admit it..."

The Card Boss then chooses a 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 another card so everyone keeps 5 in their hand. The next Card Boss starts a new round.

First player to 5 points wins.

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. Still simple, but maybe slightly less so.

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

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. If unhappy with their cards, the Card Boss may take a chance and choose any other player to give them a card.

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. Voting should be done by using the *YES/NO* cards.

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.

Note: the Card Boss should be honest, but doesn't have to be. Plan your strategy accordingly.

All players always keep 7 blue cards and the *YES/NO* cards in their hand.

The next Card Boss starts a new round. First player to 10 points wins.

Variations and other ideas:

Trading in. For the main game, you can trade in some or all of your cards in 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. Then all 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?

Heckling is encouraged. Remember to have fun without losing any friends.