

CATCH 22[®]

The Twisted[™] Card Game

Catch 22 - The Twisted Card Game is a party game for adults with twisted minds, it is a unique take on the famous "would you rather?" question game.

Cards contained in the pack



Scenario Card - There are 100 of these in the pack



Points Card - There are 50 of these in the pack



Decision 1 card - There are 10 of these in the deck



Decision 2 card - There are 10 of these in the deck

General house rules

- The player who had sex last or had the last birthday is the picker and as such is the one who starts the game off.
- To start the game always shuffle the deck of scenario cards and place them in the middle of the playing surface as well as the points cards.
- Each player must pick up a decision 1 card and a decision 2 card in order to participate in the voting.
- Once the picker has had their turn and selected two scenario cards, they must put the used scenarios back into the game box or in a separate pile away from the main deck so that they do not get mixed back into the playing deck. This will avoid players repeating already used scenarios.
- All players must put their selected decision card face down on the playing surface when voting as this avoids people being able to see what they have selected.
- Always answer the scenarios, some pairings may be more difficult or tricky to answer than another player's pairings but always provide an answer because nobody will judge you for how twisted your answer might be.....we will of course 😊.
- The game ends once all points cards have been picked up.

How to play

The Picker must pick up two cards from the top of the scenario card deck and reads out both options to the group ensuring it is clear which is option 1 and which is option 2 for example "option one - play this game and regret it, option two - put the cards away and save yourself" Once both options have been read out the picker must place both cards face up on the playing surface. The picker and everybody else at the table must now decide which one they would rather do and using their decision cards must indicate their choice by putting down decision card 1 or decision card 2 face down on the playing surface ensuring nobody has seen their selection.

Once everybody has made their choice the picker is the first one to reveal their answer by turning over the decision card. Once this has been done, everybody else must now also reveal their answer.

The players who chose the answer that represents the majority will score a point and must pick up a black points card. All players who chose the least popular answer score no points. In the event that there is a draw then go with the pickers choice as the majority answer. If being played as a drinking game then those who did not score a point must take a shot of their alcoholic drink.

The role of picker then moves onto the next player sitting to the left of the starting player and the process is the same. The game ends once all points cards have gone and the player with the least amount of points is the loser of the game and as such must do a dare or forfeit as agreed by the group. If there is more than one person who ends up as the loser then the person with the most points decides who carries out the dare or forfeit (the winner can choose to have all the losers do it).

A few other ways to play

Being the generous people that we are we have designed a few other ways for you to play this game and given them some catchy names. We know you will love them all but you may have your own ideas on alternative ways of playing so feel free to use your own rules too.

1 - How twisted are you?

The Picker must pick up two cards from the top of the scenario card deck and reads out both options aloud ensuring it is clear which is option 1 and which is option 2 for example "option one - play this game and regret it, option two - put the cards away and save yourself" Once both options have been read out the picker must decide which one they would rather do and puts that card face down on the table ensuring nobody has seen the selection. While the starting player is making their choice, all other players must then decide which option the picking player will choose and use their decision cards to select either option 1 or 2 and put their choice of card face down on the playing surface.

Once the picker has made their choice and all other players have put down their decision card the picker turns their scenario card over to reveal the answer. All players who correctly guessed the answer score a point and must pick up a black points card to represent the point scored. All players who guessed wrong must do a forfeit and the role of picker then moves onto the next player sitting to the left of the starting player and the process is the same. The game ends once all points cards have gone and the player with the least amount of points is the loser of the game and as such must do a dare or forfeit as agreed by the group.

2 - How twisted is everyone else?

In this version the Picker must pick up two cards from the top of the scenario card deck and reads out both options aloud ensuring it is clear which is option 1 and which is option 2 once both options have been read out the picker must decide which one they believe most people in the group would rather do and puts that card face down on the table ensuring nobody has seen the selection.

Once the picker has made their choice and all other players have put down their decision card the picker turns their scenario card over to reveal the answer. If the picker has correctly guessed which option was the more popular choice amongst the group of players they get a point and as such will pick up a black points card, however if they have guessed incorrectly they must do a forfeit and as this is a drinking game we suggest a shot of alcohol. In the event of a draw then no points are scored and you all must do the forfeit together as punishment.

The role of picker then moves onto the next player sitting to the left of the starting player and the process is the same. The game ends once all points cards have gone and the player with the least amount of points is the loser of the game and as such must do a dare or forfeit as agreed by the group.

3 - Truth or bluff?

The picker must pick up two cards from the top of the scenario deck and read out both options making it clear which is option 1 and which is option 2. This time however; the rest of the players must decide which option they would rather do. Using their decision cards they must select option 1 or 2 and put that card face down on the playing surface.

The picker must then nominate one player in the group who they will then try and guess which option they went with. If the picker guesses correctly they score a point and pick up a points card and their target must do a forfeit, however if the picker guesses wrong then they must do the forfeit. The role of picker then moves to the left of the current picker and the game continues. Once all the points cards are gone the game ends and the loser of the game must do a forfeit or dare as decided by the group.

4 - Game of luck

In this version you only use the scenario and points cards. Everybody at the table picks up two scenario cards each, the aim here is to try and have the most horrid pairing possible. The player with the most twisted pairing as decided by the group is the winner of the round and gets a points card.

The scenario cards all go back into the deck and the deck is shuffled again and the players must once again draw two cards each and decide who has the most twisted pairing. The first player to score 5 points is the winner and must select a forfeit or dare for two other players in the group to carry out.

5 - The never ending game

In this version you only use the scenario cards. The picker picks up two scenario cards and nominates another player to answer the question. Once the selected player has answered they in turn become the picker and must pick up two scenario cards and then nominate another player to answer the question.

The game ends once the group wants it to end so technically this way of playing is potentially never ending.

Suggested dares and forfeits

Despite this working best as a drinking game we understand that not everybody drinks alcohol and as such this game has been designed to work equally well with other things besides alcoholic drinks. Remember that the below list of forfeits and dares are to be carried out by the loser or losers of the game.

- Each player takes it in turns to put any amount of their own or another drink into a central drinking glass (known as the 'Dirty Pint'). The Dirty Pint is then passed to the loser or losers of the game to consume.
Instead of alcohol you use foods such as tomato ketchup, barbeque sauce, salt pepper or anything else that comes to mind.
- Strip to your underwear and do 10 star jumps outside where the neighbours and everybody else can see (somebody please record this and post to social media).
- Walk down the street in only in your underwear.
- Be blindfolded and the group must each pick a random object that you must kiss without being told what you are kissing.
- Wear all your clothes inside out for an hour.
- Sniff everybody's socks – while they're still wearing them.
- Have an ice cube down your shirt and leave it there until it melts.
- Pretend you're having a huge orgasm and start acting it out.
- Act like an animal that has been chosen by the person to your left.
- Spin on the spot 10 times, then walk in a straight line.
- Go to your neighbour and ask them for a spare condom.
- Pick up a card from the scenario deck you are happy to do and carry out the action if you are twisted enough (we are obviously joking here and do not advise that you do this).

REMEMBER!

If none of the ones we have suggested float your boat then feel free to use your imagination and come up with something else you wish for the loser to carry out. People carrying out the dares and forfeits must only do so if they comfortable with what has been chosen. This game is only fun if everybody is enjoying it and it is important that everybody has fun while playing.

www.catch22cardgame.com

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Disclaimer: Catch22 - The Twisted Card Game is a work of fun and humour.
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