

Keep Calm

A Party Game by 9 Kingdoms

Credit Where Credit is Due

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9 Kingdoms Publications would like to acknowledge the sick minds who wrote the cards in this box: Ivan Turner, Neil Hoffman, Chris Hanson, Doug Levandowski, Lisa Turner.

With special thanks to Howard Hoffman, without whom we could not keep calm.

We were *not* calm.

Object

Have fun. It's a party game. If you really insist on having an object, then try to get the most points. We'll talk about the details later.

Setup

Shuffle the red situation cards and put them in a stack or stacks on the table within reach of all players. Shuffle the blue response cards and deal out six of the blue response cards to each player face down. Then place the remaining response cards in a stack or stacks on the table. This concludes setup. Pretty easy, right? We're pretty sure you could train a monkey to setup this game.

Game Play

The calmest person in the group is the first judge. The judge places his or her hand aside, draws a card from a red situation stack and reads it out loud.

Each player hands the judge one blue response card, face down. Players should each draw a new response card from the deck so they always have six cards in their hand.

Once all of the responses have been collected, the judge reads all of them out loud and then chooses his or her favorite. Maybe it's the card that makes the most sense. Maybe it's the funniest card. Let's face it, it's probably going to be the most disturbing card since you know you and your friends are all a bunch of freaks.

The player whose response was chosen has taken control of the situation. He or she collects the red situation card and puts it on the table in front of them to keep track of how many points they have. This person is the next judge. Discard all of the response cards from the round.

Continue play until one person has taken control of six situations. That person is the winner. Of the game. Probably not the winner in life. Or, continue as long as you want. Play 'til seven situations, or ten, or until the beer runs out. Just have fun.

Panic Cards, or, What Makes This Game Even More Awesome Than You Could Possibly Imagine

Panic cards are mixed in with the response cards, and will be randomly drawn by players. These cards allow players to perform certain actions like discard your hand and draw a new hand, or choose a new judge. Just read the card. It tells you what you can do and when you can do it. Your trained setup monkey can handle panic cards, so you should be able to too.

We recommend that when playing panic cards, you shout "Panic!" to let everyone know you're playing a panic card. And when we say shout, we mean shout. You should scare the crap out of everyone at the table.

Other Rules

There are no other rules. We're amazed you've even read this far. Somebody took their meds today.

Feel free to make up your own house rules. Don't like how the next judge is chosen? Then go clockwise, or counter-clockwise, or by least to most body hair. Want to add a random response card off the deck each round? Go for it. Play however you want. We've done our part. It's your game now.

Thanks for playing Keep Calm. We really hope you enjoy it and buy the twenty or so expansions we have planned to slowly and gently relieve you of your cash.

And no matter the situation, just remember to Keep Calm.