

# i.hate.everyone

A Tasteless Card Game of Social Media Attention Whoring  
By Ewen Cluney (©2012)

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## Specs

- 3-8 Players
- 30+ Minutes
- Ages 16+ (at least)
- Materials: 90 Post Cards, 270 Comment Cards, 100+ Like Tokens

## Introduction

Social networking is awesome. You can connect with friends past and present. You can play games and share your life. Or, you can be an attention whore and spam dumb links. This game is about trying to accumulate Likes so you can... uh... be someone who gets lots of Likes. Go you.

## The Cards

This game has two kinds of cards: Status Cards and Comment Cards. Status Cards represent what the OP is posting, and Comment Cards represent what other people are posting in response. Each card has two (or sometimes three) parts.

- **Post Text:** This is the part you use. Post Text is larger and in **bold**. Status Cards have questions or fill in the blank statements. Comment Cards have things that can become answers or things that go in those blanks. When the post text has a description of a person in parentheses, such as "(The player to your right)," fill in that person's name when you read the card.
- **Flavor Text:** Below the Post Text is the Flavor Text (which is in *italics*). Some have useful information about the Post Text, but a lot are just sarcastic comments.
- **Special Effect:** Some cards have a Special Effect below the Flavor Text, which means they make special things happen when they're played.

## How to Play

### Preparing

To start with, shuffle the Status and Comment Card decks (separately). Set the Like tokens in the middle of the table where everyone can reach them. Everyone draws a hand of 10 Comment Cards. Pick someone to be the first Original Poster (OP) any way you want.

### 1. Pick Status Card

The OP draws three Status Cards, picks one, and reads it out to the other players. If the Status Card has a Special Effect, do whatever it says. If it conflicts with another Special Effect that's still in play, the new one supersedes the old one.

### 2. Pick Comment Cards

Each player—including the OP—picks a Comment Card from their hand to go with the Status Card being played. Wait until everyone's got theirs before you move on.

### 3. Resolve Special Effects

Go around the table, starting with the player clockwise from the OP, having anyone who has a Special Effect on the Comment Card they're playing speak up and resolve whatever effect it has. You can't change your selected Comment Card even if an effect gives you a card you think is better. New Special Effects that conflict always override old ones.

### 4. Read Comment Cards

The players go around the table reading off their Comment Cards.

### 5. Award Likes

Each player picks up one Like token from the pile and gives it to the one player whose comment they liked best. You cannot vote for yourself.

### 6. Check Hand Size

If you have less than 10 Comment Cards, draw more until you have 10. If you have more than 10, discard cards until you're back down to 10 (you can pick which ones to discard). Some Special Effects can change the Hand Size, in which case draw or discard to that number instead.

### 7. New Round

The person clockwise from the current OP becomes the OP for the next round. Go back to Step 1.

## Ending the Game

You could play for a set amount of time, until you run out of Like tokens, or until someone reaches a certain number of Likes, but chances are you'll end up playing way longer than you expected and stop when you're tired or have something pressing to do. In any case, when you stop playing the winner is whoever has the most Likes.

If you really need a hard rule for when to stop, I recommend going until each player gets to be OP a certain number of times. The first OP should keep the Status Cards they pick each time, and then you stop when they have the number listed below.

# of Players	Times Each Player is the OP
3-4	4
5-6	3
7-8	2

## Tips and Clarifications

- This is a game to play in order to bullshit with your friends, preferably while drunk. Don't worry too much about winning; random stuff may screw you over anyway.
- There's a bit of a performance element to reading your comments to the other players. You probably know them better than we do, so think about what will make them laugh.
- When effects clash, whether over funny accents or hand sizes, the new one always supersedes the old one. However if an effect is a one-time thing, it doesn't matter how many there are. If one player plays a Comment Card that says everyone draws 3 cards and another player plays one that says everyone draws 2 cards, everyone's going to be drawing a total of 5 cards.
- If you run out of cards from either deck, it may be time to call it quits, but you can always just reshuffle the discard pile.
- If you run out of tokens and want to keep playing, you can get more tokens somewhere (pennies, poker chips, glass beads, etc.) or start using discarded Comment Cards.