

Suck my marbles™ rules of play

© 2005 Games Gone Wild, LLC

Shuffle the purple love-hate cards and the orange subject cards. Each player is dealt eight love-hate cards. Don't show them to the other players. The phrases on the front of the cards have hearts in the background for a loving phrase or crosses for a hateful phrase.

Players take turns to be the judge starting with the youngest player. The judge takes a subject card and must think of a response to what is on the card. Subject cards have hearts or crosses in the background indicating whether the judge has to think of something they either love or hate. The judge tells the other players what is written on their card. They DO NOT say whether their subject is something they love or hate. The judge should take no more than thirty seconds to think of a response to the subject card so they don't annoy the other players! He or she then informs the other players of their response. Be as outrageous or as conservative as you choose.

Example

My subject is "a TV show". I have to think of a TV show I love because the subject card has hearts in the background. I tell the other players the subject, "TV Show", and that my choice is "South Park".

Now it's time to "suck the judges marbles". Players must select a card from their love-hate cards that they think best describes how the judge feels about their subject. The cards are placed face down in the center of the table. After each player has put a card down the cards are mixed up and turned face up on the table. The judge then reads the cards out loud and picks a winning card for the round that they feel most accurately describes their subject. Players are encouraged to influence the judge's choice. The judge can pick any card, love or hate, but they MUST pick one.

Example

After I tell the other players my choice of "TV Show" is "South Park" they put the following cards on the table:

Player one: Better than beer

Player three: Finer than frog hair

Player two: Like death eatin' a cracker

Player four: Plague on humanity

I select "Finer than frog hair" as the winner. Player three wins the round.

The person whose card is picked is given a marble from the game box. The role of judge moves to the left and all players who used a love-hate card take a new one from the deck. Each player must have eight cards at the start of each round.

The first person to obtain five marbles wins the game.

Warning: Under no circumstances should you place any of the contents of this game, including cardboard, paper or plastic parts, in any part of your body or anyone else's. This game is not for consumption.