

Meaning of Life SissyFight

A game for 3-8 players.

(An adapted version of SissyFight 3000 from the Game Design Workshop at GDC 2010)

Players are young children debating the meaning of life according to them.

Each player starts with:

- 9 **Argument** cards (arrange these in front of the player to make a shape)
- One set of 12 coloured cards to match their argument:
 - 2 **Action** cards: 1 Personal Attack card and 1 Peer Attack card;
 - 8 **Target** cards: One for each of the other players, and one “no target” card;
 - 2 **Words** cards: 1 Word Attack card and 1 Word Comeback card.

The game is played in **rounds**.

Every round, each player secretly chooses one **Action**, one **Target**, and one **Words** card.

All players reveal their chosen cards simultaneously.

After revealing cards use the following rules to determine who loses argument cards:

- **Attacks**
 - **Personal Attack:** **Target** loses 1 **Argument**, unless the target has a matching **Comeback**.
 - **Peer Attack:** If two or more people target the same person, the target loses 2 **Arguments** for every person in the peer group. Unless the target has a matching **Comeback**.
- **Comebacks**
 - **Non-targeted Comeback:** If you are targeted by any attack, you lose half of the **Arguments** you were supposed to lose. If you are not targeted by an attack, you lose one **Argument** card. Note that for this move the **Action** (peer or personal) chosen is irrelevant.
 - **Personal Comeback:** If the target has attacked you (either peer or personal), then they lose 1 **Argument**. You lose nothing from the target, but can lose from other attacks. For example, if three people (“Playing”, “Family” and “Rainbows”) peer attack “Lollipops”, and “Lollipops” uses a personal comeback on “Playing”, then “Playing” loses 1 **Argument**, “Family” and “Rainbows” lose nothing, “Lollipops” loses 4 **Arguments** (2 for each of “Family” and “Rainbows”).
 - **Peer Comeback:** If the target is someone who is peer attacking with others, then everyone in the peer group loses 1 **Argument**. You lose 1 **Argument** for every person in the group. If the target is not in a peer attack, then your Comeback fails.

Once you have no more **Argument** cards, you are out of the game.

When there are two players (or fewer) remaining, the players who are out of the game vote for one of the remaining players. The remaining players get a score based on the number of votes received and the number of **Argument** cards still in front of them. The player with the highest score wins the argument!