

## What is Thick Skin?

Thick Skin is a game for ages 18+ based on what your friends/opponents really think of you as a human being. So you believe your friends like and value you? Be prepared to question your whole life as nomination after nomination goes to you.

## How do you play Thick Skin?

The goal is to finish the game with the least amount of points. These points come in the way of **Icebreaker** and **Situation Cards** (explained below). Much like golf, the score should be low and the amount of self-deprecation that occurs in the game remains high. There are four types of game cards used throughout.

**Icebreaker Cards** - If you are yet to meet the devious fiends you are playing with, you can use these cards to kick start the humiliation. These cards contain a question that you must answer in a way that wows and amazes your friends by recalling stories of your supreme stupidity, however, you only have sixty seconds to do this. This is to discourage the self-obsessed wafflers who do not know how to wrap up a story. You may choose not to take part in this round, however, should you choose not to, you will not be eligible for lowering your overall score by winning the **Icebreaker Card**. As a complete deviant with a dark past you will sorely need these negative points. Once all stories have been completed, all players (even those too frightened to tell their dark secrets) vote for the best story. The player with the most nominations wins the **Icebreaker Card** and gains a valuable minus three towards their overall score.

**Situation Cards** - These are the fundamental cards of the game. There are three categories, **Hypothetical**, **Sexual** and **Personal**. The **Situation Cards** are worth between one and four points, based on the severity of their content. Think of yourself as a good-natured, helpful human? See what happens when your friends/opponents vote for you indicating your perverted, selfish or sadistic traits.

**Bomb Cards** - These are like **Situation Cards** on steroids and they work exactly the same way. Only play with these cards if you have the thickest of skins. Other players will heartily enjoy your salty tears as you cry away your own self-worth after you have collected one of these **Bomb Cards**. Treat these cards with caution as your friends/opponents will not hold back on what they really think of you.

**Character Cards** - These are the cards you use to nominate each other with. One side of these cards contain the image and name of the character. Keep this side hidden when placing them face down in the middle of the playing area; you don't want these people to know what you really think of them after all. You just hang around them because you are desperate for love and these are the only people who tolerate your presence.

**Getting a Character Card** - Each player is given a **Character Card** by the oldest person in the room based on which card suits that person the best. Go onto the Thick Skin face page or website to get bios of each character. A bit promiscuous? Be prepared to take the wrap as the character Loose Lucy. Love authentically imported coffee brewed by albino llamas? Soy Mocha Myles is all yours. When given your **Character Card**, place it face up in front of you so the other players know which character you are when they want to vote for you.

**Nominating** - At the end of each **Icebreaker** or **Situation Card**, a player must nominate another person by placing the most appropriate player's **Character Card** face down in the centre of the playing area. Once every player has nominated someone, the reader of the **Icebreaker** or **Situation Card** turns them over one at a time, tallying up the nominations. The player with the most nominations collects that card and claims the points (negative points for **Icebreakers**, positive points for **Situations**).

## Setting Up The Game.

Once each player has their character, deal out three of each player's **Character Cards** to the other players. Example: If there are four players you will end up with nine cards in your hand (you do not collect your own **Character Cards**). You cannot nominate yourself in order to save other people's feelings. This is the wrong game to bring a conscience to. Once each player has three of every other player's **Character Cards**, you are ready to create the playing deck. In order to remain anonymous when picking up **Character Cards**, try to confuse them by grabbing a few of each character at once, for good measure. After the start of the game you do not always need three of each player's cards. There will always be that one player for whom you will need five or six of their **Character Cards**. That person is an asshole anyway and deserves to be burned.

**The Playing Deck** - If **Icebreakers** are used in the game: Two **Icebreakers** are to be selected randomly by the youngest player and placed aside. The remaining three will be shuffled throughout the deck to be played during the game. **Situation Cards** and **Bomb Cards**. These will be shuffled and placed, category side up, displaying the category and point value. Once this is done you are ready for the verbal harm of card reading and nominating to begin.

## Starting The Game.

The youngest person in the room will deal each player a **Situation Card** face down and then read out the category and points their card is worth. They will then read the situation. Every person will now nominate an opponent whom they feel suits this **Situation Card** the best. Do this anonymously by placing the **Character Card** face down in the middle of the playing area. The person who read out that situation will now tally the nominations. The person with the most nominations collects that **Situation Card** along with the shame and stigma associated with it. Once this turn is complete, continue clockwise until all players have read out their **Situation Cards**. This is one completed round. Another round may now be played. The youngest person continues to deal out rounds as above and reads their **Situation Card** out first.

**In The Event of a Tie** - What if two or more people have the same amount of nominations?

Great question and the answer is as follows: If you are involved as a player with an equal amount of nominations, your job is done. You now sit and wait as you find out which player stabbed you so cruelly in the back. The player who read out the **Situation Card** will now turn to the player to their left who is still in play (remember that the players with equal nominations are out) and ask who they have nominated. If it is not one of the players involved in the tiebreaker then they pass this question on to the player to their left with the above rules still in play until one brave player tells the rest of the room who they nominated. The person they nominated is now the collector of that **Situation Card**. Public shaming of both players occurs. The rat has been exposed and the emotional trauma of throwing their closest of friends into the situation of being punishingly anally probed is out there for all to see.

**At The End Of The Game** - Each player adds up the number of points they have collected throughout the game. Remember those valuable **Icebreaker Cards** you collected earlier? They may have just saved you from the ultimate humiliation! Add up, subtracting **Icebreaker** Points from your total if appropriate. The player with the most points is now deemed the worst human in the squad. They should certainly be banished from your circle immediately and thrown into the murky waters of the nearest swamp, thereby improving society as a whole and your overall mental wellbeing. In order to humiliate them further, make them read out all of the **Situation Cards** they have collected for everyone's amusement.

Congratulations, you have finished the instructions! Go forth and ruin lifelong friendships in the name of good ol' fashioned fun! Remember: If we didn't like you, we wouldn't invite you.