

CoolCats & AssHats

Game setup

Shuffle up and place the subject cards(hands on front),CoolCat, AssHat cards, and the tiebreaker cards (? On front) face down in separate piles

Give a score card to each player OR us the online scorecard at coolcatsandasshats.com.

Determining who's up First

Draw one tiebreaker card for the entire group to complete. The winner of the tiebreaker will be the first Master.

Lets Play a round

1. The Master draws subject cards and lay them face up for everyone to see.
2. Based on the number of players, we recommend the following cards counts. Feel free to add or subtract Subject cards as you please for more/less tiebreaker.
 1. 5 players or less: 5 subject cards
 2. 6-7 players: 6 subject cards
 3. 8-9 players: 7 subject cards
 4. 10 players or more: 8 subject cards
3. Everyone else uses a scorecard or phone to guess if that person likes or dislikes each cards
4. To guess draw an up or down arrow on the scorecard that corresponds to the correct subject card. The first card is always the one farthest to the left of the Master
5. Once all players guesses are in, the Master will Verbally reveals their thoughts on each subject cards and give each cards a “ thumbs up or thumbs down”.

6. Once the last subject cards has been addressed ,players tally their scores to determine how many cards they guessed correctly .
7. Person with the most correct guesses wins. The least correct guesses loses.
8. In the event of a tie draw a tiebreaker card to determine a winner or loser. The master draws and reads all tie breaker cards.
9. For winning the tiebreaker, the winner of the tiebreaker, or the person who comes in first(if there are more then 2 people involved)wins the round
10. For losing the tiebreaker ,the loser of the tiebreaker , or the person who comes in last (if there are more then 2 people involved)loses this round.
11. There are a few tiebreaker cards that apply to only 2 people at a time. These will be marked with and asterisk (*)if there are more then 2 people in the tiebreaker, start with two people to the left of the Master and move clockwise to determine who is up next.
12. The winner draws a CoolCat card and completes the task.
13. The loser draws an AssHat card and completes the task.
14. After the round is over ,fill it up again. The person to the left of the Master is the next Master.

Then repeat And play as long as you want . Winner is the person with the most CoolCat cards when you decide to stop

Other Ways To Play CoolCats & AssHats

“The Works”

Play exactly as described on the previous page.

“Foreplay is Fun”

play with Tiebreaker and CoolCat/AssHat cards only. Each round the Master challenges another player and draws a Tiebreaker card. The winner of the tiebreaker draws a CoolCat card , while the loser draws an AssHat card.

“Icy Hot Lube”

Play with the CoolCat/AssHat cards only. Take both decks and shuffle them together. One at a time go around the room, draw a card, complete the task. Pray you pick a CoolCat card.

“Pansies Are Cool”

Play with Subject cards only. Use them to play Pictionary, Charades or some other stupid game.

“Pull-out Method”(safe play)

Same as “The Works”, but take out all cards marked with a because those are the ones that offend old people and children.

To maximize your fun we have a tip for you. Before you play go the cards and customize the game for your group. Don't think your group is interested in wet Willies ? Take that card out.

Playing with grandma or Kids take out all the cards with a paw on them. The flexibility of this game to adapt to your group's party preferences is its secret power.