CAD!

A game of social niceties
and secret naughtiness.



3-6 | Standard Deck | 10 min

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PLAYERS 3–6 | STANDARD 52-CARD DECK, ONE TOKEN PER PLAYER (coins, peanuts, coasters, anything) | 10 MIN

TABLE TALK

The discussion is part of the game.

★ ★ ★

Say whatever you like.
Believe whatever you like.



SECRET ROLES

- **A–4 — LONER** (target: 0 tokens)
- **5–9 — NORMIE** (target: 1 token)
- **10–K — CAD** (target: 2 tokens)

SETUP

- Give each player 1 token.
- Deal 7 cards to each player.
- Each player draws 1 secret role card.

PLAY (6 TURNS)

- Choose 1 card.
- Reveal simultaneously.
- Highest card wins.
- Ties: ♠ > ♦ > ♣ > ♥
- Winner moves 1 token from any player to any player.
- Discard played cards.

SCORE

Reveal secret roles.

★ ★ ★

Players qualify by matching their role's token target.

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If one or more players qualify, highest remaining card wins.

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If nobody qualifies, highest remaining card wins.

★ ★ ★

Break ties with suit order as above.

CARD VALUES

A = 1
J = 11
Q = 12
K = 13

All other cards score face value.

♠ > ♦ > ♣ > ♥