

SUPER QUICK INSTRUCTIONS FOR MILLENNIALS:

Charity Party is a lot like that other really popular offensive card game (we'd mention it by name, but wouldn't want a Lawsuit Against Ourselves.) This is that but with charts. Go have fun.

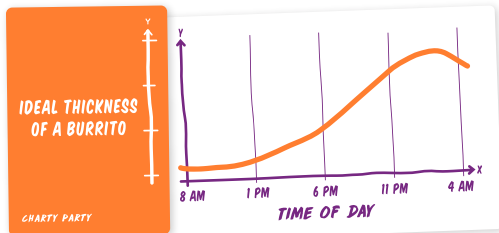
LONGER INSTRUCTIONS FOR PEOPLE WHO LIKE READING INSTRUCTIONS:

Everyone starts by drawing seven orange cards and determining the first Judge. (Don't worry, the honor is temporary.) The Judge flips over a white chart card and describes what's happening in the chart. ("Okay, this is a chart of something that peaks right around 3 am.")

Now it's time for the players to pander to the Judge. Your instinct is going to be to play the card you think is funniest. Don't

do that. Play the card you think the Judge will think is funniest. Everyone plays an orange card to name the "Y Axis" (vertical side) of the chart by passing it face-down to the Judge.

The Judge shuffles the answers and presents them one by one. ("So... this would mean the 'Ideal thickness of a burrito' peaks at 3 am. Accurate.")



INSTRUCTIONS CONT'D

The Judge picks the answer they like best. (A benevolent Judge also considers which card got the biggest laugh from the group.) The winner keeps the white chart card as a token of their victory.

The person to the left of the Judge becomes the new Judge, and everyone draws a new orange card so they're all holding seven. First person to collect five white cards wins. Or stop whenever you run out of beer. Or whenever you feel like it. We don't care, we're not cops.

BONUS ROUND

Sometimes, the Judge will flip over a white card that says "Extra Special Bonus Round!" For these charts, each player plays two orange cards, one for each axis of the chart. (It actually doesn't matter which axis each card is assigned to, just focus on the fact that as one card increases, the other also increases.)

If this is blowing your barely-passed-algebra-two mind, don't worry. Just play two cards to fill in the blanks of the phrase written on the chart card, which are "As _____ goes up, _____ also goes up."

SOME CHARTS GIVING YOU TROUBLE?

Try this: Focus on the place(s) the line peaks. Play a card that's funny for those situations or people! In this example, play something that's true for both a 10 year old and a 70 year old.

