



PROCTORS

CARD GAME

CONFORMITY HAS ITS PERKS

Object of the Game:

- The first player to play all the cards in their hand wins.
- You count the points after each round.
- The first player to score 500 points wins the game.

Game Deck [108 cards]

76 Non-conforming cards as follows:

19 Blue Non-conforming cards - one 0 and two each of 1-9

19 Green Non-conforming cards - one 0 and two each of 1-9

19 Red Non-conforming cards - one 0 and two each of 1-9

19 Yellow Non-conforming cards - one 0 and two each of 1-9

32 Conforming cards as follows:

8 Guilty Association cards - two each in blue, green, red and yellow

8 Redoctrination Room cards - two each in blue, green, red and yellow

8 Proctor's Friend cards - two each in blue, green, red and yellow

4 Cornithaca cards

4 Cornithaca "4-Fist" cards

Set Up:

- Choose the dealer.
- Deal 7 cards each.
- Place the remaining cards face down. This is the Doctrine pile.
- Draw one card from the doctrine pile and put it next to it face up.
- This is the Adjudication pile.
- Player to the left of the dealer starts.

How to play:

- Match the card on top of the Adjudication pile.
- Color, number and symbols are matches.
- You can play the Cornithaca and Cornithaca "4-Fist" cards on any color.

- If you can't play a card, draw one card from the Doctrine pile.
- If it matches, you can play it at once.
- You can only play one card at a time.
- Before playing your second to the last card, you must say "PROCTOR".
- When a player plays their last card, the hand is over.
- Points are tallied and you start over.

Ending the Round:

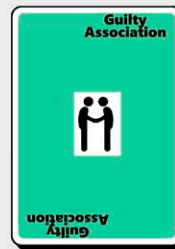
- If you forget to say "PROCTOR" - and the other players catch you - draw 4 cards.
- If you forget and the player next to you begins their turn - you don't have to draw any cards.
- *Beginning a turn* is defined as either drawing a card from the Doctrine pile or drawing a card from your hand to play.
- If the Doctrine pile is depleted, reshuffle the Adjudicated pile and continue play.
- Special cards *can* be played as the last card.
- If a Guilty Association or Cornithaca "4-Fist" card is played as the last hand, the next player should pick up the cards.

PROCTOR Cards:



Non-conforming Cards

- Cards with numbers 0 - 9
- *Allowed on Color/Number*
- Scoring: Face Value



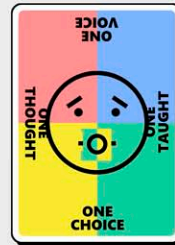
Guilty Association Cards

- Next player draws 2 cards
- *Allowed on Color/Symbol*
- Scoring: 20 points



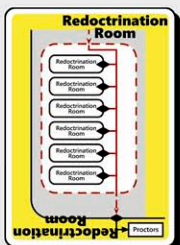
Proctor's Friend Cards

- Next player loses turn
- *Allowed on Color/Symbol*
- Scoring: 20 points



Cornithaca Cards

- Changes color
- *Playable on all cards*
- Scoring: 50 points



Redoctrination Room Cards

- Reverses direction of play
- *Allowed on Color/Symbol*
- Scoring: 20 points



Cornithaca "4-Fist" Cards


- Changes color
- *Next player draws 4*
- *Playable on all cards*
- Scoring: 50 points

Scoring & Winning:


- If you are the first to get rid of all your cards, you get the points for the cards left in the other player's hands. Record the score after each hand.
- The WINNER is the first player to reach 500 points.

Make 2 copies of this page and cut out cards on the dotted lines. [Refer to instructions for the number of cards used in playing.] 4

Whistleblower




2




Toot this!

Whistleblower




2

Whistleblower




2




Toot this!

Whistleblower




2

Humanist




1




People are meant to be used; your use is as an example.

Humanist

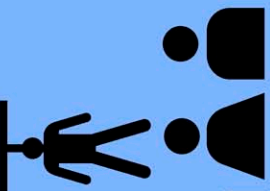


1

Humanist




1




People are meant to be used; your use is as an example.

Humanist

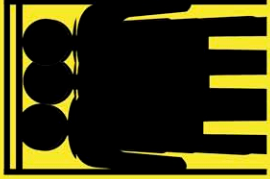


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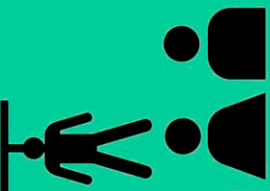


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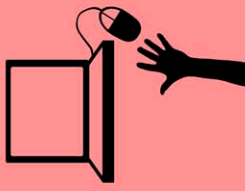
Humanist



1

Wrong-way Writer


4



*In a word:
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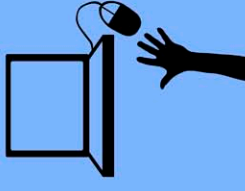
Wrong-way Writer

4



Wrong-way Writer


4



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Wrong-way Writer

4



Inquiring Citizen


3

**CLOSED FOR
CLEANSING**

*Don't ask questions;
if you don't want
our answers.*

Inquiring Citizen

3



Inquiring Citizen


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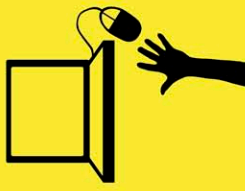
Inquiring Citizen

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Wrong-way Writer


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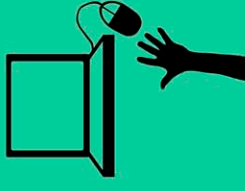
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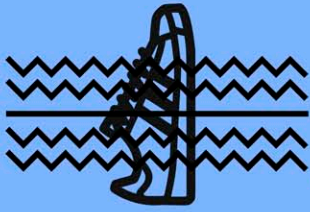
6 **Independent Person**



**Our way;
au revoir way.**

9 **Independent Person**

6 **Independent Person**



**Our way;
au revoir way.**

9 **Independent Person**

5 **Liberty Librarian**



**Death by
Dewey Doctrine.**

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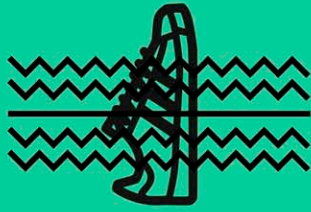
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<p>Forbidden Teacher</p> <p>8</p>   <p><i>A mind is a terrible thing to wake.</i></p> <p>Forbidden Teacher</p>	<p>Forbidden Teacher</p> <p>8</p>   <p><i>A mind is a terrible thing to wake.</i></p> <p>Forbidden Teacher</p>	<p>Actionable Activist</p> <p>7</p>   <p><i>Acting badly; ending badly.</i></p> <p>Actionable Activist</p>	<p>Actionable Activist</p> <p>7</p>   <p><i>Acting badly; ending badly.</i></p> <p>Actionable Activist</p>
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ONE VOICE

ONE THOUGHT

ONE CHOICE

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ONE THOUGHT

ONE CHOICE

ONE CHOICE

Different People

Just being different;
is
just
unacceptable.

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Different People

The image displays a set of eight cards arranged in a 2x4 grid. The top row consists of four cards, each with a different background color: blue, red, yellow, and green. Each of these cards features two stylized figures: a 'Proctor' (a black silhouette with a white shirt and a blue, red, yellow, or green tie) and a 'Proctor's Friend' (a black silhouette with a white shirt and a blue, red, yellow, or green tie). The text 'Proctor's Friend' is written vertically on both sides of the figures. The bottom row consists of four cards, each with a different background color: blue, red, yellow, and green. Each of these cards features a diagram of a 'Redoctrination Room'. The diagram shows a large room with a dashed red border containing six smaller rooms, each labeled 'Redoctrination Room'. A 'Proctors' box is located at the top right of the large room, and a 'Redoctrination Room' label is at the bottom right. Arrows indicate a path from the 'Proctors' box to the first small room, and from the last small room to the 'Redoctrination Room' label.

Make 2 copies of this page and cut out cards on the dotted lines. [Refer to instructions for the number of cards used in playing.] ©

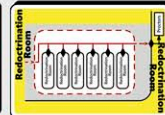
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- Non-conforming Cards**
- Cards with numbers 0 - 9
 - Allowed on *Color/Number*
 - Scoring: Face Value



- Proctor's Friend Cards**
- Next player loses turn
 - Allowed on *Color/Symbol*
 - Scoring: 20 points



- Redoctrination Room Cards**
- Reverses direction of play
 - Allowed on *Color/Symbol*
 - Scoring: 20 points



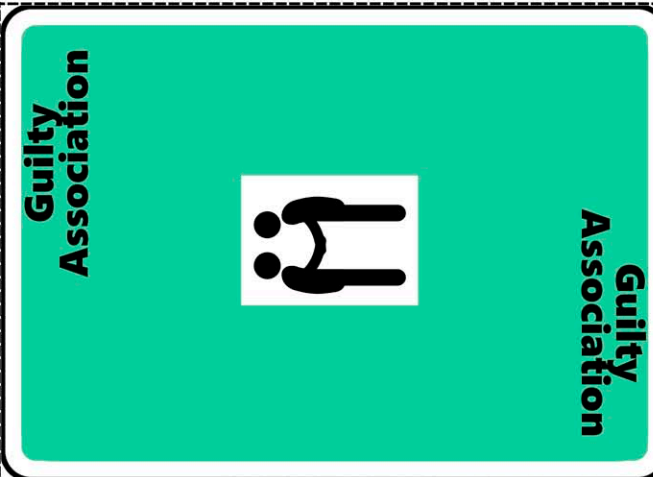
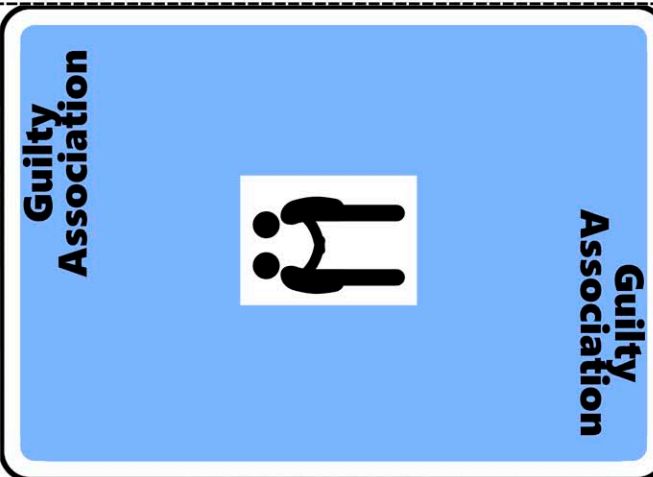
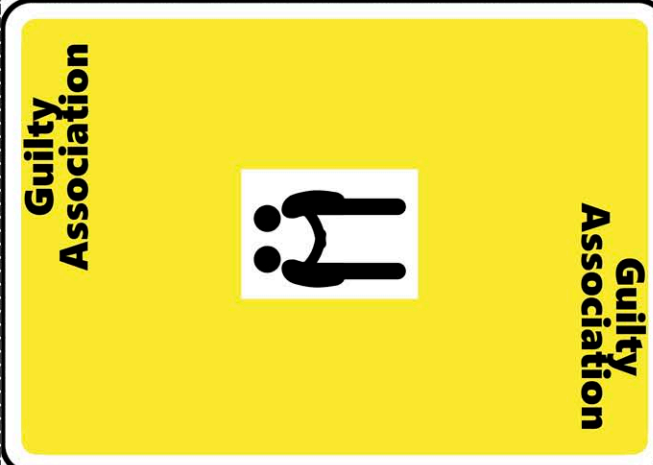
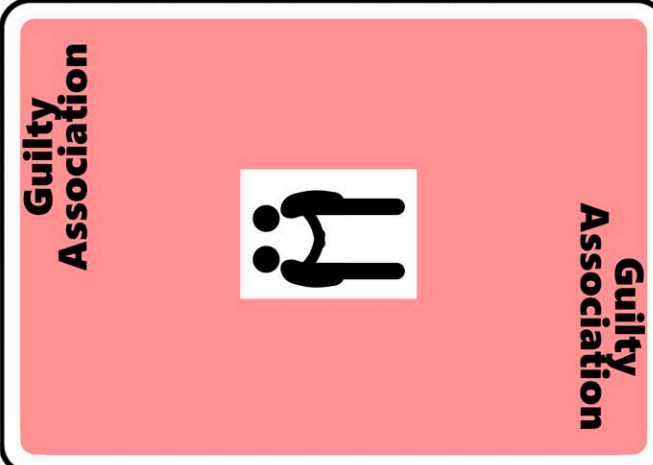
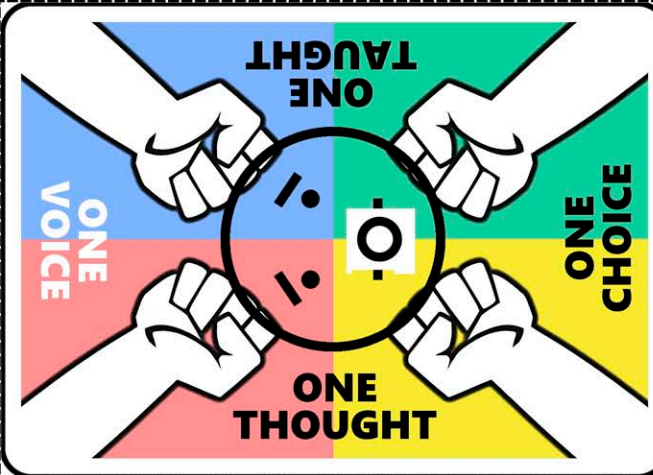
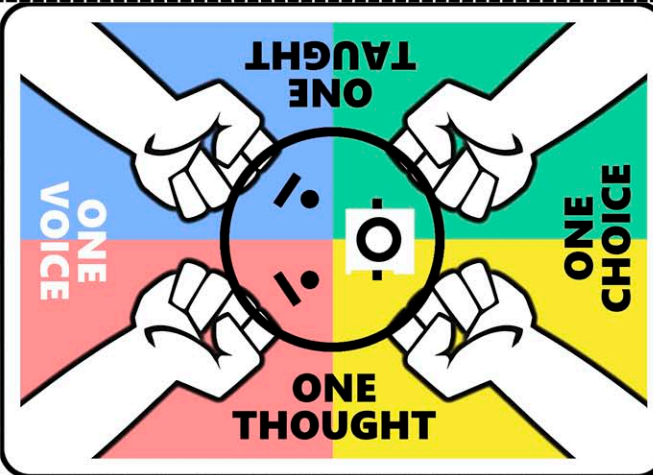
- Guilty Association Cards**
- Next player draws 2 cards
 - Allowed on *Color/Symbol*
 - Scoring: 20 points

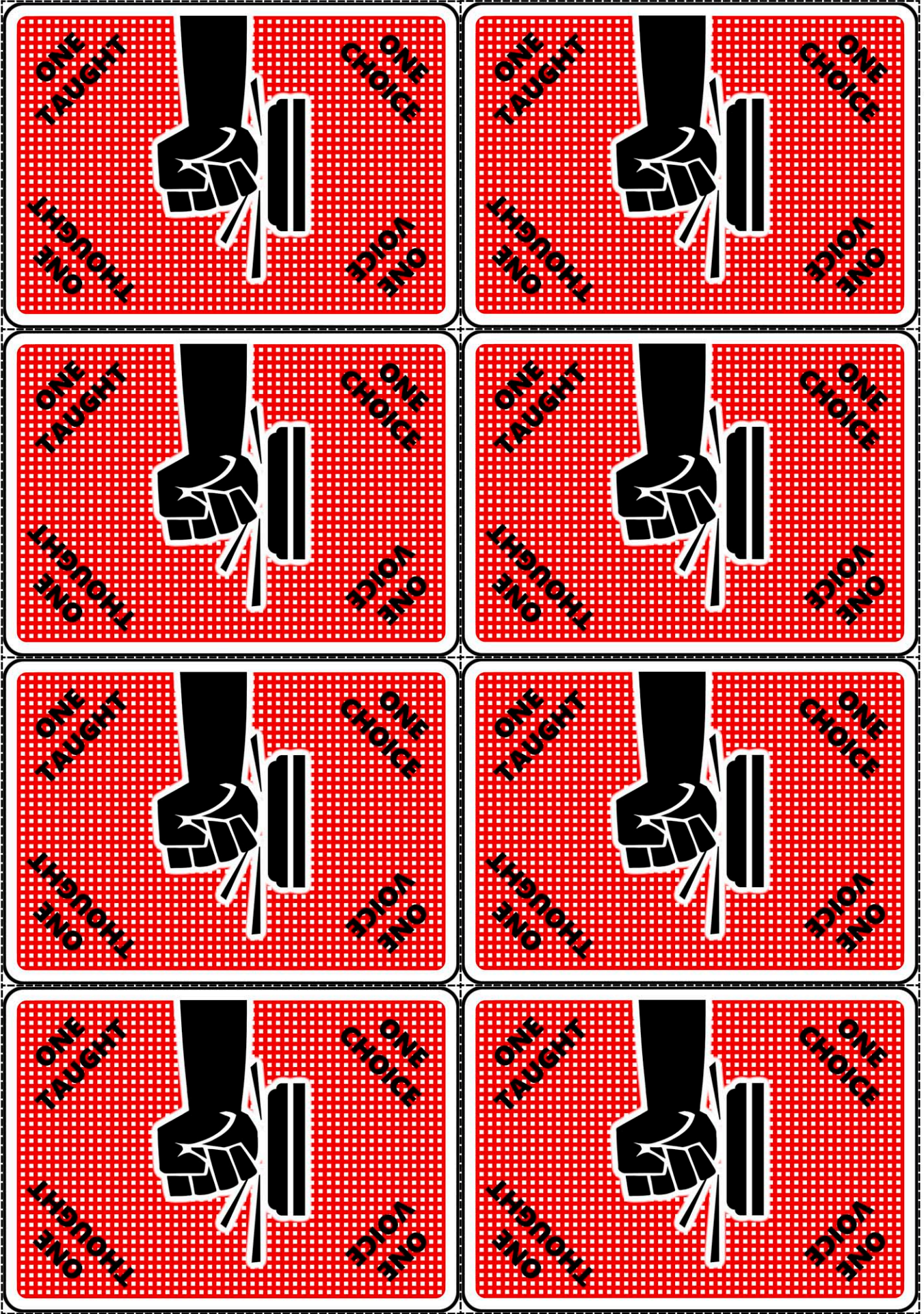


- Cornithaca Cards**
- Changes color
 - Playable on *all cards*
 - Scoring: 50 points



- Cornithaca "4-Fist" Cards**
- Changes color
 - Next player draws 4
 - Playable on *all cards*
 - Scoring: 50 points





Make copies of this page and cut out cards on the dotted lines. [Refer to instructions for the number of card backs needed.]

 9 Non-believers Disbelievers	 One stone hits all.	Doctrine.	 6 Non-believers Disbelievers
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