

Card Game Rules

Now that you have these colorfully illustrated cards, try your hand at these 3 games that put a twist on the old fashioned ones. Keep playing and over time, you will see how we are all just a thought away from changing our day.

Matching Game

Players: 2 or more

Goal: The player with the most pairs of exact matches wins

1. Hand out the list of Iffy and Witty Thoughts printout
2. Playing only with Iffy Thought cards, separate the 13 Iffy cards along with their duplicates for a total of 26 Iffy cards.
3. Shuffle the cards
4. Lay all the 26 cards face down on the table
5. Taking turns, each player will turn a card face up and try to find a second card that matches it
6. That player will read each card and it's definition out loud
7. If it's a match, the player holds on to the pair
8. If it's not a match, the player turns both cards back to the face down position
9. Players continue in this fashion until all the pairs are found
10. The player with the most pairs wins
11. Repeat the above using the Witty Thought cards
12. Play the matching game again. This time, use 7 pair of Iffy Thought cards and 7 pair of Witty Thought cards from the deck
13. For the next round, add one additional pair to the deck of cards and place them on the table.
14. Continue this at the beginning of each round, until you have used all 46 cards from the deck

Challenging Pairs

Players: 2 or more

Goal: The player with the most amount of "challenging" pairs wins

1. Hand out the *Go Challenge* printout
2. Shuffle all of the cards and hand out 7 cards for 2 players and 5 cards for more than 2 players
3. Place the deck of cards on the table and turn the top card face up
4. All players look at the cards in their hands and at the printout
5. Now, Players will decide if they have any challenging pairs in their hands. If so, they place these pairs aside.
6. The player to the left of the dealer (the requestor) begins the game by looking at the face up card on the table, the printout and to the cards in his/her hand
7. If "the requestor" already has the challenging thought card in his/her hand, he/she has a "challenging" pair and places the two cards to the side
8. If "the requestor" doesn't have the challenging thought card, he/she asks another player for that card.
9. If the other player has the card, he/she must hand it over to the requestor
10. If the other player doesn't have the card, "the requestor" has to pick a card from the deck
11. If the card picked challenges the face up card then the requestor sets aside the "challenging" pair. If not, the requestor adds the card to his hand
12. The turn moves to the next player

13. Continue in this fashion until there are no more cards in the deck.

14. The person with the most "challenging" pairs wins

Be careful! Sometimes two Iffy Thoughts share one Witty Thought answer and other times, one Iffy Thought has more than one possible Witty Thought answer

Guessing Game

Players: 2 or more

Goal: To collect the most thought cards

1. Hand out to all players, the *Guessing Game* print
2. Start by separating the Iffy from the Witty Thought cards.
3. Shuffle the 13 Iffy Thought cards (excluding duplicates)
4. Place the deck on the table
5. Each player will take a card and place it face down in front of him/her
6. The first player, without looking at his/her card, holds up his/her card and shows it to the other players
7. While holding up the card for other players to see, player 1 has a chance to ask up to 3 questions from the "Do I" column (on the printout) before taking a final guess from the "Am I" column (on the printout)
8. If the player guesses his/her card, he/she places the card to the side and picks a new card. All the players can all now cross that title off of their list (since there is only one set of cards in this round)
9. If the player doesn't guess his/her card, he/she places the card in front of him (face down) and on his/her next

turn he/she will ask 3 new questions and take a final guess.

10. The player with the most cards at the end of the game wins

11. Repeat the above with one set of the Witty Thought cards

Variations of the Guessing Game

12. Play the guessing game again. This time, shuffle both the Iffy and Witty Thought cards together. Then randomly deal out a total of 23 cards from the deck for a more challenging round.

13. For each round add on 2 cards at a time until you use all 46 cards

Considerations with the Guessing Game

*** Only for when you are using both the Iffy and Witty Thought cards together, you're first question for a new card will be, "Am I Iffy or Witty"? Consider that one question and proceed to ask 2 more questions from the "Do I" column and a final guess from the "Am I" column. You're following questions/guess for that card will continue as previously described

Card Game Sheets

Matching Game

List of Iffy and Witty Thoughts

Iffy Thoughts	Witty Thoughts
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Play Up	Come to One's Senses
Play Down	Earn Brownie Points
Twist Someone's Words	Collect One's Thoughts
Jump Off the Deep End	Go On a Fishing Expedition
Read Someone Like a Book	Put Yourself in Someone's Else's Shoes
Paint Everyone With the Same Brush	Tip the Scales
On Someone's Back	Strike a Balance
The Handwriting is On the Wall	Cut Someone Some Slack
One Track Mind	Burning Questions
Do a 180	It Takes Two to Tango
Lumping Everyone Together	
Pass the Buck	
Left Holding the Bag	

Challenging Pairs

List of Iffy Thoughts	Witty Thoughts that challenge them
Play Up	Come to One's Senses
Play Down	Come to One's Senses
Twist Someone's Words	Earn Brownie Points
Jump Off the Deep End	Collect Your Thoughts
Paint Everyone With the Same Brush	Go On a Fishing Expedition Strike a Balance
Read Someone Like a Book	Put Yourself in Someone Else's Shoes
The Handwriting is On the Wall	Tip the Scales Go On a Fishing Expedition
One Track Mind	Come to One's Senses Tip the Scales Go On a Fishing Expedition
Do a 180	Strike a Balance
On Someone's Back	Cut Someone Some Slack
Lumping Everyone Together	Burning Questions Come to One's Senses
Pass the Buck	It Takes Two to Tango
Left Holding the Bag	It Takes Two to Tango

Guessing Game

Iffy Thoughts

Do I . . .	Am I the Iffy Thought. . .
think that my problem is worse than it really is?	Play Up
think that my achievements are no big deal?	Play Down
deny myself praise from others	Twist Someone's Words
base my thinking on negative feelings	Jump Off the Deep End
with little information, use words like all, always or never to form an opinion	Paint Everyone With the Same Brush
believe that someone is thinking negatively about me	Read Someone Like a Book
think the outcome will be negative	The Handwriting is On the Wall
think over and over about a negative thought	One Track Mind
think with extreme words	Do a 180
use demanding words on myself and/or others	On Someone's Back
attach a negative label to myself and/or others based on an experience	Lumping Everyone Together
pass the blame on to someone else	Pass the Buck
take all of the blame	Left Holding the Bag

Witty Thoughts

Do I . . .	Am I the Witty Thought. . .
use my senses to think more clearly about a situation	Come to One's Senses
give myself credit for my efforts	Earn Brownie Points
ask myself, "What am I thinking?"	Collect One's Thoughts
believe that more evidence leads to wittier thinking	Go On a Fishing Expedition
ask myself what someone else might think about a situation	Put Yourself in Someone Else's Shoes
believe that my behavior influences the outcome	Tip the Scales
use less extreme words	Strike a Balance
use less demanding words such as maybe and perhaps	Cut Someone Some Slack
ask the questions, who, what, when and where to determine why	Burning Questions
believe that in any given situation, at least 2 people share responsibility	It Takes Two to Tango