PRESIDENTS
&
SANITYHOLES

1-6 players **30-60 min.** **Age 12+**

Insanity is defined as doing the same thing over and over again and expecting different results. It's time to kick insanity in the pants and bring some sanity back from the White House to the Outhouse.

Presidents & Sanityholes uses the double card concept from Sanity (https://www.thegamecrafter.com/games/sanity), which allows cards to be played three different ways, but introduces four new suits (cherries, flags, hats and stars), a Missionary Style deck of cards and rules for three card games. These include: Presidents & Sanityholes, Bull Sanity and Sanity Rook.

The Presidents & Sanityholes deck allows you to play the lower-valued card on your card, the higher-valued card on your card or the combined total of both cards which amounts to a combined-value non-suited 5th suit on each card. That's right folks, you have a choice in how you play your cards now and it's never felt so good.

Contents:
- **78 Presidents & Sanityholes Cards (+1 Rook & 1 Joker)**
- **40 Pass Markers**

Presidents & Sanityholes Cards

The suits in Presidents and Sanityholes are:
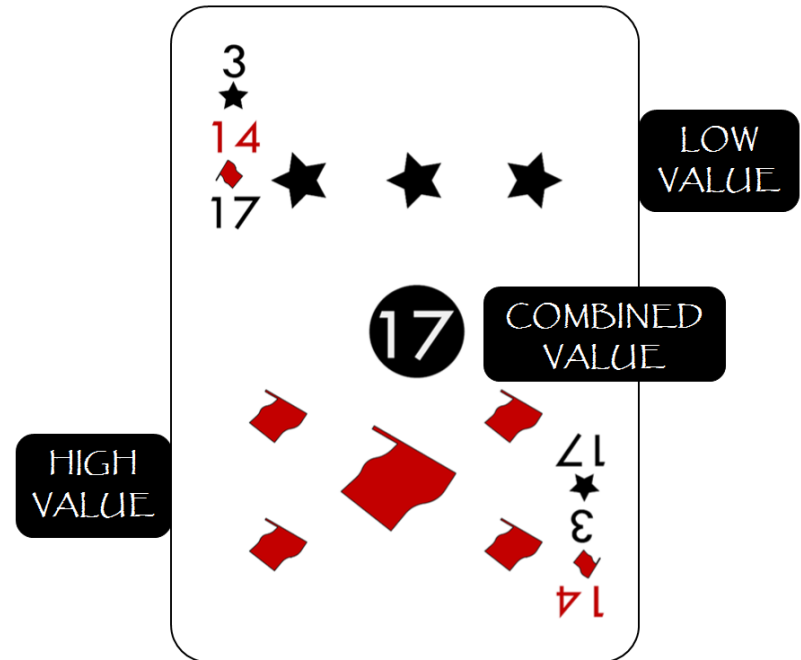
Cherries   Hats

Stars   Flags

A typical card is laid out like this:

Cards with values over ten will indicate ten of a suit by including a larger version of the suit in the center of that side of the card. For the 14 of flags, a larger flag is surrounded by four additional flags indicating 14.

Presidents & Sanityholes Rules

Game Summary: Play cards or sets of cards on climbing tricks until the trick is cleared or everybody passes. The first player out of cards is President and each subsequent person out takes a lesser role (For a four-player game the ranks, in order, are President, Vice-President, Vice-Sanityhole, and Sanityhole). Future rounds retain the previous round's roles, and benefits are given to those who finished higher and penalties given to those who finished lower.

Object: Have the fewest Pass Markers when the game ends.

Setup: <u>First Round</u>: Set the black Pass Markers near the playing area and the Red Pass Markers off to the side for later. Each player draws a card; the person who draws the card with the highest combined value shuffles and deals all the cards, then leads first (tied players draw again until the tie is broken).

<u>All Other Rounds</u>: The President, the player who is out of cards first in the previous round, chooses the best chair at the table and leads the first hand; everybody else sits clockwise by rank around the playing area. The Sanityhole deals the cards clockwise, starting with the President, until all cards are dealt out.

Gameplay:

1. **(Skip Step 1 for First Round.** The President give**s** the Sanityhole two cards, two Pass Markers or a card and Pass Marker. The Sanityhole passes their highest combined value card to the President for each card the President hands them (**I**n the event of multiple cards having the same high value pass the card with the highest single card from those that are tied). The Vice President gives the Vice Sanityhole one card or one Pass Marker. If the Vice President gives a card to the Vice Sanityhole, the Vice Sanityhole must give the Vice President their card with the highest combined value. (**I**n the event of multiple cards having the same high value pass the card with the highest single card from those that are tied).

2. The player designated to lead the first hand may play any card or multiple of cards with the same value.

3. Each player, in turn order, may:
   o Play a card or set of cards of the same quantity as the current play but with an equal or higher value, or a larger quantity set of cards than the current play. If you play the same card (or set of cards) as the previous player, skip the next player's turn, otherwise the next player clockwise now gets a chance to play.
   o Pass and play nothing and then take a Pass Marker (if your pass means that everybody has passed then lead to start a new trick), or
   o Play a single 2 to clear the trick from play, then lead to start a new trick (a player may not play a single 2 as their final card).

4. Play continues for a round until all but one player is out of cards.

5. Players take on roles for the next round as they go out in descending order from President through Sanityhole.

Game End: After all the black Pass Markers have been taken, move the red Pass Markers near the playing area. The game will end at the end of this round or play. If anybody passes, they will now take red Pass Markers. Red and black Pass Markers score the same for end game scoring. If you run out of red Pass Markers, find a substitute marker to keep track as the stock should be unlimited.

Winning: Once the final round ends, the player with the fewest Pass Markers wins. In the case of a tie, the higher ranking player going into the next round is the winner.

Variable Number of Players: This game can be played with more or less than four. Add or subtract roles to/from the middle. If odd number of players is playing, mid-player passes nothing. Each other player passes a number of cards/Pass Markers based on the number of positions they are removed from the mid-player.

Bull Sanity Rules

Game Summary: Bluff your way to an empty hand of cards. Be the first out to win.

Object: Be the first player out of cards.

Setup: Each player draws a card; the person who draws the card with the highest combined value shuffles and deals out all the cards, the player to their left leads first (tied players draw again until the tie is broken).

Game play:

1. The lead player is required to play 2's to start, but may play any cards face down as they would like and then state the number of cards and the number they are supposed to be playing.
2. Players may challenge that the player played what they said by calling "Bull Sanity" and looking at the last set of cards played. If the set is what was declared, then the challenging player takes those cards into their hand. If the set is not what was declared, then the player being challenged take the set into their hand. Nobody is required to challenge a card or set of cards played.
3. The next player clockwise now plays 3's, following the same precedures in steps 1 and 2.
4. Each player continues playing a value one higher than the previous player until the turn after the player needs to play 14's. The player following the one required to play 14's can now either go back to 2's or may try to play unsuited 15's. Until a player chooses to go back to 2's, the player following can push the value higher.

Game End: The game ends when somebody is out of cards. Players can alternatively choose to play until one person has cards left.

Winning: The first player out of cards wins. If playing until only one person has cards left, ranking are based on order of being out of cards.

Sanity Rook Rules

Game Summary: This is a 4 player game. Teams of two sitting across from each other try to make bids. Four values of cards are worth points: 5's (5 points), 10's (10 points), 14's (10 points) and the Rook (20 points). If a team makes their bid, they gain the points they bid, but if they fail, the other team collects points for each point they take and the team that won the bid loses the points they bid instead.

Object: Be the first team to reach 600 points.

Setup: Remove the 2♥ 3♦ , 3■ 4★ , 4♦ 5★ , 2♦ 8♥ , 4■ 6♥ , 3♥ 9♦ , 4♦ 8★ , 5■ 7★ , 3★ 10■ , 6♦ 7■ , 2■ 13♥ , 5♦ 10★ , 6♥ 9■ , 2★ 14♥ , 6■ 11♦ , 7♥ 11■ , 5♥ 14★ , 8♦ 11★ , 7♦ 13■ , 8■ 12★ , 9★ 11♥ , 9♥ 12■ , 10♥ 12♦ , 10♦ 14■ , 12♥ 13♦ and the 13★ 14♦ from the deck. Add in the Rook.

The Deal: Each player draws a card; the person who draws the card with the highest combined value shuffles and is the first dealer(tied players draw again until the tie is broken).

The dealer deals out a card to each player starting with the player to their left and continuing clockwise and then deals one to the center. Continue doing this until there are five cards in the middle of the table which will make up The Nest, then deal the remainder of the cards to the players only.

Bidding: After dealing, players bid in increments of 5 for the right to name the trump suit. The player to the left of the dealer bids first and bids continue clockwise. The minimum bid is 140 points and the maximum is 240 total points. Players bid however many points they think they can take with their hand, with the help of their partner. If a player chooses not to bid they may pass, but are now not allowed to bid again this hand. Bidding continues until nobody is able to outbid the current high bid.

The Nest: The winning bidder now gets to take the five cards from the center of the table into their hand and choose from those cards and the ones in their hand five cards to put back on the table. The Nest is won along with all the cards in the final trick.

Trump: The player who won the bid now selects the trump suit. This will typically be a suit that the winning bidder has a lot of and will help guarantee the making of their bid. Trump cards are the highest card when played and can be played on a trick if the player doesn't have the suit that was led.

The Rook: The Rook is a special card that can be played on a trick at any time, even if the player has the suit led available to play, and is the highest card in the entire deck and will automatically take the trick. If the Rook is led, all other players must play a trump card if they have one.

Game play: Once trump suit has been announced, the player to the left of the dealer (who may not be the highest bidder) leads a card of any suit. Players may lead the non-suited combined value of the card (and declare that they are using the combined value), after which each other card people play will only count as the combined value of the card (with the exception of the all-powerful Rook). Play continues clockwise, with each player playing a card and following suit if they are able to. Players may not play a card that matches one that had already been played (this includes not being able to play a combined value that has already been played if a non-suited combined value has been led).

If you have a card matching the suit led, you must play that suit, unless you have the Rook and wish to play it. If you can't follow suit, you may throw away a worthless card, play the Rook or play a trump. The highest card of the suit led takes the trick unless this trick is trumped, in which case the highest trump takes the trick. The Rook takes any trick if it is played.

The person wins the trick leads the next trick. Keep all tricks taken face-down next to you. These cannot be looked at until the end of the round. The player who wins the final trick also takes The Nest.

Scoring: At the end of each round, teams total up all the points they have taken for the round (5's (5 points), 10's (10 points), 14's (10 points) and the Rook (20 points)). If the team that won the bid exceeds the value of their bid, they collect points equal to their total points taken. If they fail to make their bid, they lose points equal to their bid. The team that loses the bid collects points equal to the number of points taken regardless of how the winning bid team fares.

Game End: The game ends when a team has a score higher than 600 points.

Winning: The team with the higher score at the end of the game wins. If there is a tie, play another round to determine the winner.

Credits

The following people made this game possible.

Game Concept: Chris Romansky

Artwork: Chris Romansky

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