

How to Play



Supplies needed:

- One deck of *Tragedy or Comedy* cards
- Flashcards (or another source for questions: textbook, notes, etc.)
- Dice (one 10-digit die is ideal, but any will do)
- A timer (for timed challenges)
- Scoring sheet & pencil
- A calculator (just in case!)

Basic Rules:

1. Divide the group into equal teams (usually two). Roll the dice to determine which team goes first.
2. Ask a review question, such as: “Name the Seven Wonders of the Ancient World,” or “Recite the 8s times tables.”
3. If the team answers **correctly**, the instructor draws the next card from the top of the *Tragedy or Comedy* deck, without revealing it to anyone. The team may choose to “Pick or Pass” this hidden card.
 - “Pick” means the team wishes to keep the card drawn and live with the tragic or comedic results.
 - “Pass” means the team passes the card to the other team (or the next team, if playing with more than two teams) and the *other* team must live with the results.

Points won or lost for either team are scored on the scoring sheet.

If the team answers **incorrectly**, no card is drawn, and it’s the next team’s turn for a question.

4. Each card may include points to be awarded or lost (sometimes by multiplying, dividing, or converting negative values into positive, etc.), or a challenge to perform (for example, a certain number of points for each sit-up completed).

Other cards include:

- *Sudden Death Final* – Teams answer questions in rounds, eliminating any team that answers incorrectly. The last team to answer a question correctly is declared the winner. (Alternatively: only one more question is asked and then the game is over.)
- *Immunity Card* – The team gets immunity from the next tragedy card (whether by drawing it, or having it passed to them).
- *Steal a Player* – The team may choose a player from another team to join theirs.
- *Switch Points with Another Team* – Swap scores with the team to your right.
- *Take Another Turn* – Other teams are skipped, and the current team answers another question.
- *Mystery Envelope (2nd Edition only)* — The team chooses from one or more sealed envelopes containing points won or lost, a challenge of some kind, or any other consequence the instructor deems fit.

- *Wipeout (2nd Edition only)* — All scores are reset to zero but game play continues.
 - *Physical Challenge (2nd Edition only)* — The instructor provides a physical challenge appropriate for the class (sit-ups, planks, balancing a pencil on one's nose, hopping around the room on one foot, etc.).
 - *Team Shuffle (2nd Edition only)* — All teams are dissolved and reformed based on an arbitrary factor (eye color, birth month, middle initial, matter of opinion, left-handed or right-handed, etc.) or by the instructor's choice.
5. The winner is the team with the highest point total at the end of the game. (The instructor may determine the end of the game at his/her discretion, by time, number of questions, or any other method.)
 6. The instructor is the final arbiter of the rules of the game, and may change the rules at his/her discretion.

Modification Ideas

- Add or remove cards as needed. Keep students guessing which cards are in the deck, and how many cards of any one type there might be.
- Add mathematical operation dice to the mix. When asked to multiply or divide points, first they must solve the equation rolled.
- Instead of two teams, try four teams of two, or individual play. Modify the cards to suit as you go.