

Reinforcement

The parent **must** reinforce every **active** rule written in Parenting 101.

During the course of the game, **any** player can reinforce the rules.

However, if a player accidentally reinforces an inactive rule **OR** incorrectly punishes or rewards another player, they must draw an additional playing card.

To reinforce a rule...

1. A player must state why another player is being rewarded or punished.
 - a. "Failure to [*action they failed to complete*]."
 - b. "Rewarded for [*action they completed successfully*]."
2. A player must then hand the other player the topmost Punish or Reward card.

Reward + Punish Cards

Parents **cannot** be handed Punish nor Reward cards.

Instead, they must draw an additional playing card if they fail to follow a rule.

Reward cards will provide a child with a small advantage. Punish cards may contain setbacks or unwanted consequences for the entire family.

Instructions for how / when to use a Reward or Punish card is listed on each card.

Once a Reward or Punish card is played, it must be placed in a discard pile.

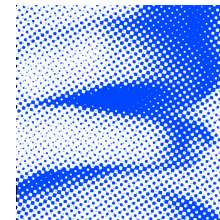
If you run out of **Reward** cards or **playing** cards, shuffle the discarded ones and place them in their respective draw piles.

If you run out of **Punish** cards, you must **restart** the round.

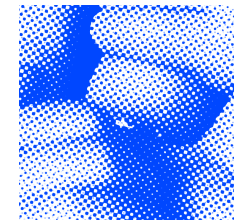
This means **all** players must discard their hand and start with **5** new playing cards.

Conditional.

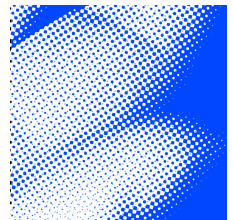
What type of parent will you be?



Card Game



3-6 Players



Ages 10+

Description

Conditional is a polemical card game about parenting played with **3-6** players.

In a game fraught with unspoken rules and expectations, the question remains: What type of parent will you be? What type of rules will you reinforce?

Roles + Objectives

For the first round, the oldest player of the group will be playing as the **parent**. The rest of the players will be playing as **children**.

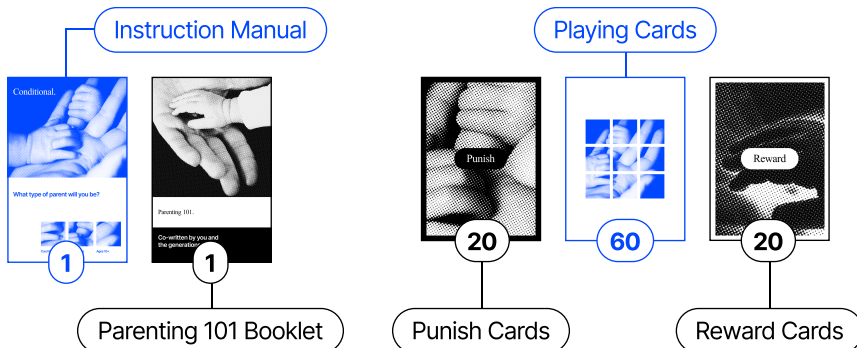
The goal of the children is to be the **first** to get rid of their cards.

The goal of the parent is to be the **last** to get rid of their cards.

The round concludes when there is only **1** person left with cards.

The **first** person to get rid of their cards **becomes the parent** for the next round.

Inventory



Setup

1. The parent must start by silently reading through the Parenting 101 booklet.
2. The parent then adds **2** new rules to the booklet.
3. The parent can also choose to cross out a pre-existing rule from the booklet.
4. Place the Punish, Reward, and playing cards face-down into **3** separate piles.
5. The parent deals each player **5** playing cards.
6. Turn over the topmost card of the playing cards and place it in the middle.
This card is now the start of the discard pile.

Basic Gameplay

1. The player to the left of the parent goes first; play proceeds clockwise.
2. Players must play a card that shares **2** characteristics with the top card of the discard pile. *Characteristics include:*
 - a. The **shape**: square or circle
 - b. The **letter**: A, B, or C
 - c. The **value**: the number of filled in shapes, 0-9
3. If a player cannot play a card, they must draw **1** playing card from the deck and add it to their hand before play passes on to the next player.
4. If a player plays an incorrect card (a card that does not share **2** characteristics), they must draw **2** additional playing cards.

Special Thanks

Special thanks to Eddo Stern, Michael Luo, and the Winter 2023 Game Design class for their invaluable feedback on this game and enthusiasm for the class!



Parenting 101.

**Co-written by you and
the generations before.**

About

A total of **101** rules can be written inside of this manual. The first **3** are pre-written.

At the start of every round, the parent will write **2** new rules in this manual.

- **1** rule must entail drawing an additional playing card.
- **1** rule must entail dealing out either a Punish or a Reward card.

The parent can also choose to cross out **1** of the pre-existing rules, with the exception of the table manners which must be reinforced throughout the game.

Rules that are crossed out are considered **inactive** and no longer need to be reinforced. All other rules are considered **active** and must be reinforced.

Children are expected to figure out the rules on their own through a process of trial-and-error. No assistance required. No communication necessary.

Table Manners

As the parent, you can choose to reveal these **2** rules at the start of the game.

Knocking

If a player does not have a card they can play on their turn, they must knock on the table before drawing another card. Known as "Failure to knock," a player who fails to follow this rule must draw an additional playing card.

Express Gratitude

If a player is being handed a Punish or Reward card, they must say "Thank you" before taking the card. Known as "Failure to express gratitude," a player who fails to follow this rule must draw an additional playing card.

Date: / /	Parent Name:	
Title:	Rule #	
Description:		

Date: / /	Parent Name:	
Title:	Rule #	
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Date: 03 / 11 / 23	Parent Name: Joanna Chen
Title: No Talking	Rule # 01
Description: Children are not allowed to talk during the game unless they are reinforcing a rule.	
Result: Known as “Failure to remain quiet,” a child who talks must draw an additional playing card.	

Date: 03 / 12 / 23	Parent Name: Joanna Chen
Title: No Peeking	Rule # 02
Description: Only the parent of the round can look at the Parenting 101 booklet.	
Result: Known as “Failure to not peek,” a child who peeks at the Parenting 101 booklet, must be penalized with a Punish card.	

Date: 03 / 13 / 23	Parent Name: Joanna Chen
Title: Final Card	Rule # 03
Description: Any player with 1 card left in their hand must say “Uno” before playing their second-to-last card.	
Result: Known as “Failure to say ‘Uno,’” a player who fails to follow this rule must draw an additional playing card.	

Date: / /	Parent Name:	
Title:	Rule #	
Description:		

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