10 Blank White Pieceagories

A Party Game for 2-4[1] Participants

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Created using:

Mesomorph Games 2nd Edition Piecepack Game System

American English and its First Letter Frequency

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[1] The upper limit on participants is the upper limit on available pawns in a user's Piecepack. If a user has more than four suits and thus more than four pawns, the user can extend this game to as many suits/pawns and thus participants as (s)he has access to.

Overview

In gaming mechanic, this game is a mashup between [1000 Blank White Cards](#) and [Scattergories](#). It uses Piecepack for scorekeeping, generation of the length of time available in a round, and generation of the target letter.

Participants are asked to generate their own list of possible categories and then, during timed gameplay, must generate only one item that properly fits the category which starts with a randomly selected target letter. Participants receive points for unique, correct answers on their answer sheet. The participant with the most points in a round wins the round. The goal of the game is to win the most rounds.

Materials

1. An ample supply of write-able paper. If you wish to play like the game designer, this is an ideal opportunity to get rid of piled junkmail from around the house; write on the backs of envelopes or the backs of advertisements, and recycle after gameplay has concluded.

2. A writing implement per participant.

3. A Piecepack Game System: all the tiles, all of the pawns, all of the coins, but only two dice.

4. A timer device of some sort that can be set for a varying number minutes. This can be borrowed from another game, pulled up on an internet-capable device, found on one's phone, or found in one's kitchen. A timer can also be purchased specifically for this game, but as the game allows for purging of materials from the home, this is not recommended.

5. Optional: a pair/a few pairs of scissors. Again, it is not recommended to purchase this item specifically for this game.

Preparation for the Game

Supply the participants with paper and writing implements and ask them to generate a supply of categories which may or may not be used in the actual game. It is helpful to have participants put one category per slip of paper, which usually requires cutting or tearing their paper into smaller bits. Participants can solve this dilemma as needed, without the host needing to prepare small slips of paper. The optional scissors are used at this stage.
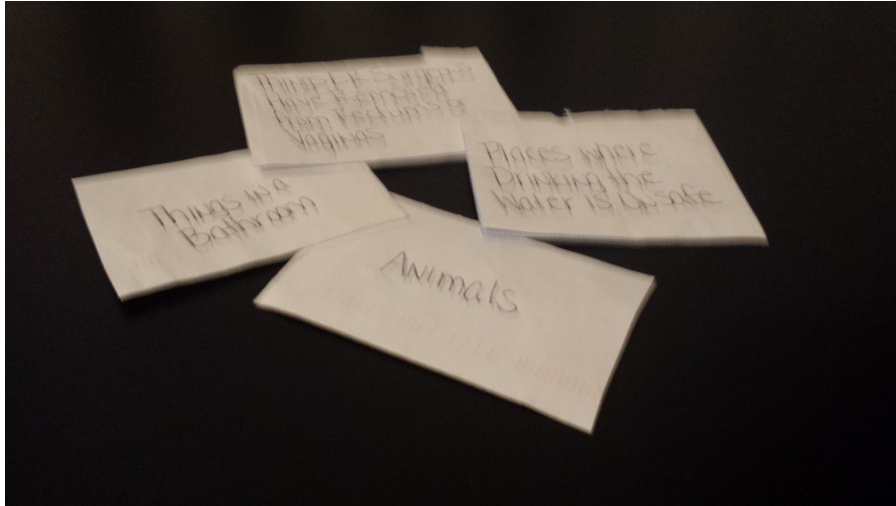
While the participants are engaged in this activity, the host lays out the score board. Use one Piecepack tile per 2 players and lay them out in a grid whose x-axis is number of players and y-axis is always three Piecepack tiles high[2], on their grid/non-suit side. If there are three players, the host is relied upon to be able to ignore the visible fourth run. The host may include themselves in the number of players, even though they are not generating category ideas at this time.

When the scoreboard is assembled, the host places a pawn per participant at the bottom of each vertical run. The host may decide which pawn applies to which participant or may allow participants to select their own pawns.

This run gets ignored.
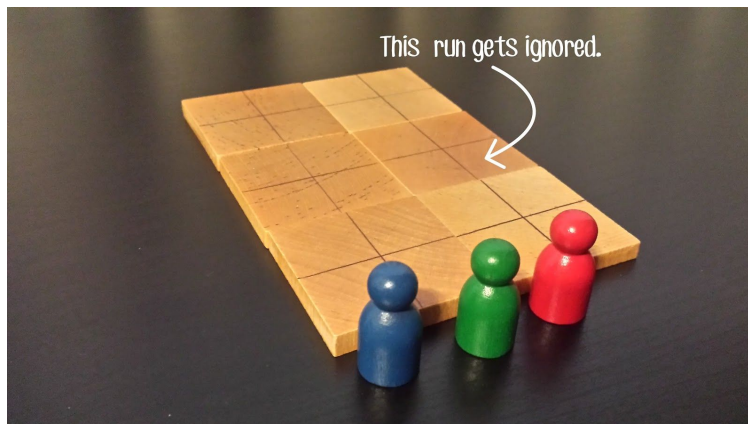
Lastly, the host spreads out all of the Piecepack coins and flips them so that their suit/non-numbered side is facing up.

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[2] House rules can extend the y-axis depending on the ideal number of rounds for that particular game group should they not grow weary after 6 rounds. Also, fewer rounds can be played.

The host then ends the brainstorming preparation at a time that seems appropriate and gathers all of the brainstormed categories.

Gameplay

I.   Category List

The host selects 10 categories from the ideas generated during the preparation for the game and numbers each with 1-10 to create a list. The host then lays these categories out in a place that is visible and readable to all players. And, though it shouldn't have to be explicitly stated, ensures that the list is in numerical order.
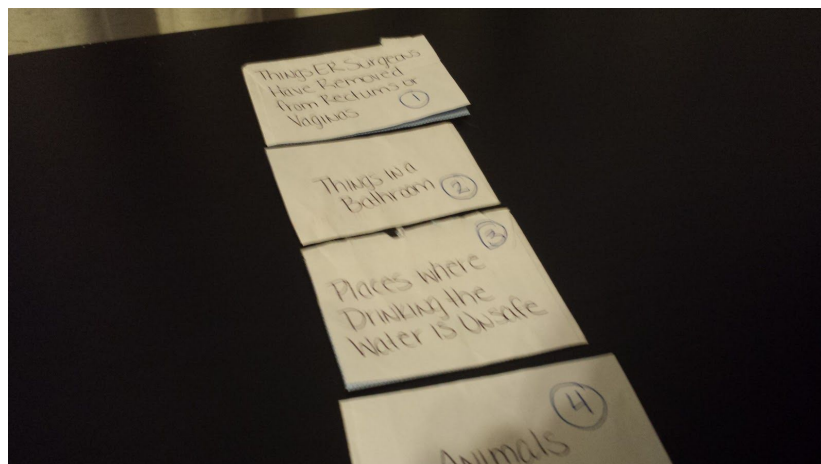
The players then number a sheet of paper 1-10 in preparation for generating terms to fit these categories.

Should a category have been numbered and used in a previous round, the host can cross out the previous number and assign a different number to the same category. Categories can be used more than once across rounds, but may not be used more than once during a single round.

II.   Timer Setting

The participant whose birthday is coming next then flips a Piecepack coin of their choice to reveal the number of minutes to be set on the timer.

Should the participant draw a null coin[3], the participant with the next-closest birthday then gets to select a coin. Should that next participant also draw a null coin, the coin-flipping honor is passed to the next-closest birthday and so on and so forth until a numerical value is selected.

If more than one participant shares the upcoming birthday, the host is entrusted with devising a method to determine which of those participants is the one who shall flip the coin. Possible solutions include ro-sham-bo, the host thinking of a number and asking the participants to guess closest to that number, arm-wrestling, or seeing who can do the most pushups/crunches without tiring. Get creative!

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[3] For those over the legal drinking age, an optional rule to extend here would also be that the participant who draws a null coin must take a shot/drink. After all, this is a party game. PARTY!

In further rounds, the coin-flipper is the individual whose birthday is next to follow the birthday of the previous coin-flipper.

The timer is then set with the appropriate number of minutes, but not started. Obviously, with a spring-wound kitchen timer, as used in the instructional photos, this is not possible to do until the start of the **Answer Generation** step, so shall be done there.

III.   Letter Selection

The host rolls two dice and multiplies the results of their roll. Null values count as 0 (zero). The suit indicator/ace counts as 1 (one). The following chart is used to determine the English letter that controls the round.

The host then announces that letter aloud and all participants write it at the top of their sheets.

0 = T	1 = M	2 = O	3 = I	4 = A	5 = S	6 = W	8 = C	9 = D
10 = B	12 = P	15 = H	16 = R	20 = F	25 = E	---	---	---

IV.   Answer Generation

Start the timer. Participants attempt to create a term that begins with the target letter for each of the categories on the list and writes them on their answer sheet. Answers <u>must</u> begin with the target letter.

Articles such as "a", "an", or "the" <u>must</u> be placed at the end of the term, after a comma, as they are considered inconsequential. For example, if the letter was "W" and the category was "TV Shows," "Walking Dead, The" would count as an acceptable answer; however, the answer "The Walking Dead" would be unacceptable if a "T" had been rolled.

Players cannot use the same answer for more than one category in the same round, even if the answer seems applicable in more than one place.

Last names can be used first, for example "Bush, George" as an answer for a US President beginning with "B," however there is no requirement to do this.

Gameplay ceases the instant the timer has completed, even if participants are mid-word.

V. Scoring

Participants take turns reading their answer for each category, one at a time. So all participants would give their responses to the first category, then all participants would give their responses to the second category, and so on and so forth.

Answers that are present on the sheet of more than one participant are eliminated and result in no points for any of the affected participants[4].

Answers which are similar ("dog" vs "dogs", for example) are put to a vote of all present and can be counted or discounted as the participants determine, by majority rule. In the event of a tie, the vote of the challenged participant does not count.

Creative answers are allowed, but any participant has the option of challenging the acceptability of an answer. If an answer is challenged, all participants vote on the acceptability as they do on similar responses.

Participants score one point[5] for each answer not eliminated.

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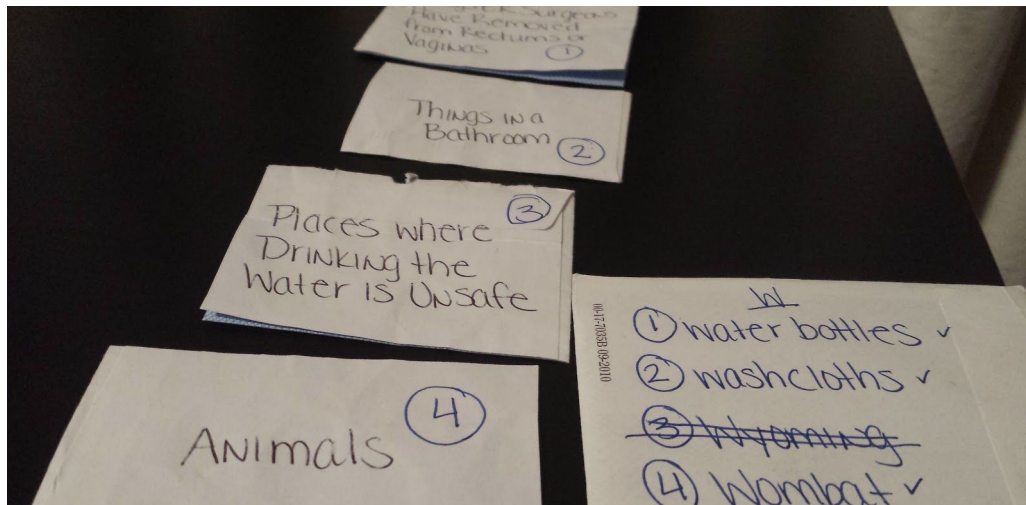
[4] For those over the legal drinking age, an optional rule to extend here would also be that the participants who have to cross out an answer must take a shot/drink. After all, this is a party game. PARTY!

[5] An optional variation can extend to alliterative multi-word answers being worth 2 points. For example, if the category was "Actress," and the target letter was "F," an answer of "Farrah Fawcett" would satisfy the two point optional house rule as both words in the answer start with the target letter.

The player with the highest score wins the round. In the event of a tie, the tied players all win the round. The host then advances the pawn of the winning player, or players, up one space on the scoreboard.
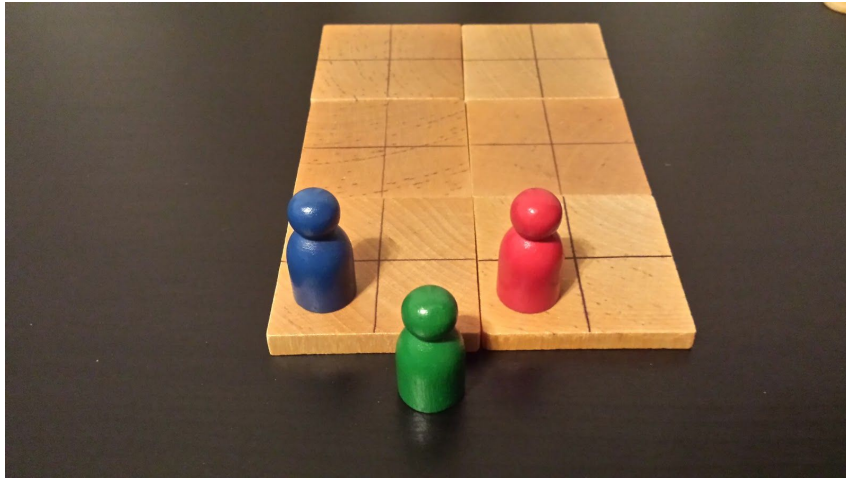
VI.   New Round or End the Game

The host gathers all of the categories back into a pile, returns the time-determining coin to its face-down position and shuffles the Piecepack coins, and returns to step 1 of gameplay. Play continues for a total of six rounds. At the end of gameplay, the end of the sixth round, the winning player, or players, are given a hearty round of applause and play is concluded. The host recycles all of the used paper products.
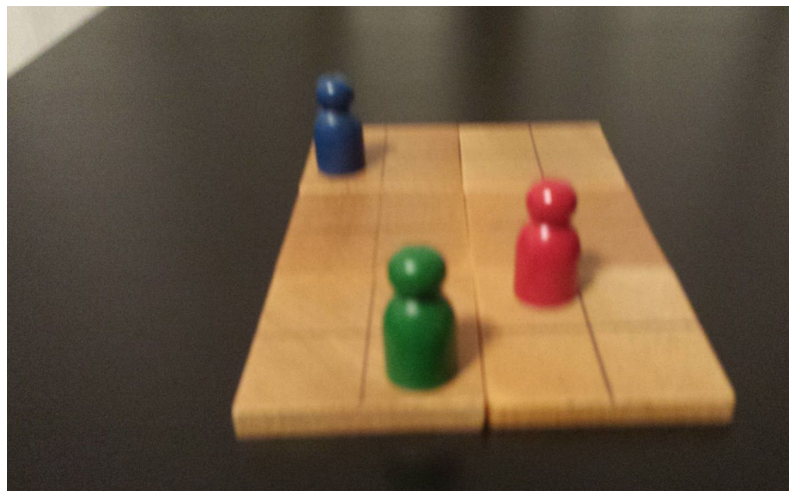
Extensions

There are several ways to extend 10 Blank White Pieceagories. Here are three of them.

Pieceagories Pieceagories

Similar in gameplay mechanic to [Scattergories Categories](#), this extension replaces the free-for-all brainstorming session during **Preparation** with a non-scored mini-game.

The letter-determining dice of the game are rolled in the **Preparation** portion to determine a letter using the technique and letter chart found in **Gameplay > Letter Selection**. Using this target letter, participants must then brainstorm categories that start with that letter. They may submit as many categories as they wish, and the categories may have as many words in them as are needed, but the first letter of the first word <u>must</u> be the target letter.

The host can change the target letter at their whim by rolling the dice again, or choose not to change the target letter at all.

Gameplay then proceeds as normal.

Pieceagories Against Humanity

This extension requires the black cards from [Cards Against Humanity](#) (any version or extension). Instead of asking the participants to brainstorm categories during the **Preparation** portion, the host simply creates a category list from the first 10 randomly selected black cards from Cards Against Humanity.

After each round, those ten cards are discarded and may not be replayed. Other than that, game play proceeds as normal.

Apples to Pieceagories

Similar to **Pieceagories Against Humanity**, this extension requires another game to generate the categories. In this case, it is [Apples to Apples](#) (any version or extension). The adjective cards are to be the categories and are selected randomly. Much like **Pieceagories Against Humanity**, the cards cannot be replayed between rounds. In addition, the time values generated in **Gameplay > Timer Setting** are halved.

Otherwise, gameplay proceeds as normal.

Any other 1000 Blank White Cards Variant

Both Apples to Apples and Cards Against Humanity were born out of the mother-game 1000 Blank White Cards, as was the mechanic used to generate categories for 10 Blank White Pieceagories. Any other games which are born of this same lineage can also be used to extend 10 Blank White Pieceagories using the same technique outlined above.