



Quick Rule Sheet

Visit our site for the full rule set: 10outof10cardgame.com

10 out of 10 is a cooperative card game in which players, known as Card Critics, answer Scenario Cards to represent a secret Rating Card number drawn from the Rating Card deck. During each round, a different player takes on the role of the Card Commodore, trying to guess the Secret Number correctly based on the Card Critics' answers. Whoever stayed up the latest last night is the first Card Commodore.

- 1 Assigning an Initial Team Score:** Players start the game as a team with a number of points equal to 1 plus the number of total players; never exceeding more than 7 points. If you have less than 3 players, start with 4 points.
For example, if there are 4 players, they start the game with 5 points.
- 2 Drawing Scenario Cards:** The Card Commodore starts the game by drawing a Scenario Card equal to 1 + the number of total players. For example, if there are 4 total players then the Card Commodore draws 5 cards. All other players are known as Card Critics. The Card Commodore can look at these cards immediately but cannot reveal them to other players.
- 3 Drawing the Secret Rating Card:** The player to the left of the Card Commodore takes a card from the Rating deck and secretly reveals it to the rest of the group. Remember, the Card Commodore is trying to guess this number, don't let them see it!
- 4 Dealing out Scenario Cards:** The Card Commodore then starts the round by choosing a Scenario Card to give to each player. Each player will receive their own Scenario Card. The Card Commodore passes these cards face down to each player. The Card Commodore then starts a 30-second timer on their phone, in their head, on their dusty abacus... it's your game, screw it up however you want!



*Use NOPE cards to request a new card from the Card Commodore.
Each player gets 1 Nope Card per round.*

- 5 Guessing the Scenario Card:** During the 30 seconds, Card Critics must think of a response to their Scenario Card that best represents the secret number on the drawn Rating Card.

When the time is up, the Card Commodore then asks the Card Critics to read their Scenario Cards and provide an answer, starting with the Card Critic on their left and continuing clockwise until all Card Critics have read their Scenario Cards and provided an answer. All players want the Card Commodore to succeed in picking the right number.

The Card Commodore then guesses the secret Rating Card number.



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Ending the Round: The Card Commodore scores the hand based on the result. (See Scoring below for more details.) This concludes one hand. The player to their left becomes the next Card Commodore and begins the next hand. Continue clockwise until the group has made it all the way around the table. When the round ends, and the team has at least 1 point, the team wins that round.

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Scoring: Remember, start the game as a team with a number of points equal to 1 plus the number of total players; never exceeding more than 7 points. If you have less than 3 players, start with 4 points.

How to score guesses:

Exactly Right: Add 1 point to team score if the number was correctly guessed. (For example, the Rating Card is 5 and the Card Commodore guesses 5. If you started with 4 points, the team now has 5 total points due to earning 1 additional point by guessing correctly.)

Wrong Guess: Subtract the number of points from the team point total, equal to the difference between the guess and the Rating Card number. For example, if the Rating Card is 5 and the Card Commodore's guess is a 3, then you must subtract 2 points from the team total.

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Winning the Round: At the end of a round, meaning all players have been the Card Commodore once, the team must have at least 1 point left to win the round.

Winning the Game: As a team players have to win two out of three rounds to win the game. A winning round is an entire rotation around the table resulting in the team having at least 1 point left.



Scenario Cards: Maybe you'll learn your best friend is really into hair metal.**



Rating Cards: These cards always keep your choices interesting.



Nope Cards: So what if you can't think of a great romantic comedy, request a new scenario.

**Including 10 blank cards for your own scenarios!