

# SideChicks Card Game

Up to 4 Players

Are you ready to put on your thinking cap and laugh like never before? This mathematically ingenious game of tug-of-war will test your ingenuity, your loyalty and your math skills. The SideChicks™ Card Game is so much fun that it will be the highlight of every girl-gathering! No worries, guys! You can play as well! But you're not exempt from the lipstick rule! Note: Don't be camera shy! To make the game more interesting, losers are required to put on red lipstick and have their pictures posted to social media! For those of you of the male persuasion, you can put black lipstick around your eyes.

## Cards in the Game

Card	Total Cards	Card Face	Card Category
<b>S</b>	1	<b>Letter S</b>	<b>Alpha Cards</b>
<b>I</b>	1	<b>Letter I</b>	<b>Alpha Cards</b>
<b>D</b>	1	<b>Letter D</b>	<b>Alpha Cards</b>
<b>E</b>	1	<b>Letter E</b>	<b>Alpha Cards</b>
<b>C</b>	1	<b>Letter C</b>	<b>Alpha Cards</b>
<b>H</b>	1	<b>Letter H</b>	<b>Alpha Cards</b>
<b>I</b>	1	<b>Letter I</b>	<b>Alpha Cards</b>
<b>C</b>	1	<b>Letter C</b>	<b>Alpha Cards</b>
<b>K</b>	1	<b>Letter K</b>	<b>Alpha Cards</b>
<b>S</b>	1	<b>Letter S</b>	<b>Alpha Cards</b>
<b>0</b>	1	<b>Number 0</b>	<b>Numeric Cards</b>
<b>1</b>	3	<b>Number 1</b>	<b>Numeric Cards</b>
<b>2</b>	3	<b>Number 2</b>	<b>Numeric Cards</b>
<b>3</b>	3	<b>Number 3</b>	<b>Numeric Cards</b>
<b>4</b>	3	<b>Number 4</b>	<b>Numeric Cards</b>
<b>5</b>	3	<b>Number 5</b>	<b>Numeric Cards</b>
<b>6</b>	3	<b>Number 6</b>	<b>Numeric Cards</b>
<b>7</b>	3	<b>Number 7</b>	<b>Numeric Cards</b>
<b>8</b>	3	<b>Number 8</b>	<b>Numeric Cards</b>
<b>9</b>	3	<b>Number 9</b>	<b>Numeric Cards</b>
<b>10</b>	2	<b>Number 10</b>	<b>Numeric Cards</b>
<b>SideChicks Card</b>	2	<b>Letters SC</b>	<b>Specialty Cards</b>
<b>Rib</b>	1	<b>Image of Rib</b>	<b>Specialty Cards</b>

<b>Suitor</b>	2	<b>Image of Man</b>	<b>Specialty Cards</b>
<b>Blind Pull</b>	2	<b>Letters BP</b>	<b>Specialty Cards</b>
<b>Monkey Wrench</b>	2	<b>Image of Monkey w/ Wrench</b>	<b>Specialty Cards</b>
<b>Challenge-Her</b>	2	<b>Image of Angry Woman</b>	<b>Specialty Cards</b>
<b>Cancel Culture</b>	1	<b>Letter C with Strike-through</b>	<b>Specialty Cards</b>
<b>Loyalty or Loser</b>	1	<b>Letter L</b>	<b>Specialty Cards</b>

## How the Game Works

**Getting Started:** SideChicks™ must be played with four players.

1. Players must first pick their partners.
2. One player will shuffle and deal the cards. The remaining cards (deck) must be placed face down on a flat surface.
3. Each player will receive seven cards each.
4. To determine who goes first, one player from each team must pull from the card deck, starting with the top card. Each player must play whatever card she pulls. The player who has the highest (numerical) card wins, and that player's teammate will start the game.
5. Players must remove Alpha cards from their decks, placing them face-up in front of them; this section is called a Story-line. One player from each team will host the Story-line. The letters in the Story-line must be face-up and set up to spell SIDECHICKS. This means that if a team has the SDCKS cards, those cards will be placed in front of the team's representative, and they must be spread out to allow the remaining letters to be placed in their rightful order. Example: S\_D\_C\_ \_ \_KS
6. There will be two piles; one for each team. For example's sake, the players in this manual will be Janet, Brianna, Candace and Amber.

### Notes:

- All specialty cards are worth ten points if played as Neutral Cards.
- If a specialty card is not neutralized, the player can reap the benefits of the card, but cannot collect any points from the specialty card. The opponent, on the other hand, can collect 10 points from the specialty card if the opponent wins that particular hand.
- Neutralized specialty cards must be placed in the Blind Deck.

## How the Winner is Determined

There are two ways to win the SideChicks™ Card Game!

1. Whichever team collects and spells out the word SIDECHICKS first is the winner.
2. Whichever team earns 1,000 points on the scoreboard first wins.

## Card Definitions

Name	Definitions
<b>Alpha Cards</b>	Used to spell SIDECHICKS, thus determining which team will win the game!
<b>Numeric Cards</b>	Main playing cards used for points.
<b>Specialty Cards</b>	Specialty cards are designed to make the game more challenging and fun!

## Specialty Card Definitions

<b>SC (SideChicks Card)</b>	<b>Suitor Card</b>
<p>Forces the opposing team to give up 2 letters if the team who plays the SC card wins that particular round and has up to 250 points. Otherwise, the SC card is worth ten points.</p> <p style="color: red; font-weight: bold;">Note: Cannot be canceled by Cancel Culture card.</p>	<p>Can steal a player from the opposing team for one entire round (hand). If a player plays the Suitor card, the next player will have to hold up her hand and allow the previous player to blindly pull from her hand. She must play the card that she pulled or she can ask her partner if she wants to either play that particular card or if the partner has a card that would work better. If the partner wants to play the card that was pulled, the player will play the card, and whatever the partner plays will go towards the opposing team.</p>
<b>Rib Card</b>	<b>Blind Pull</b>
<p>Forces a member from the opposing team to swap hands with the person who plays this particular card OR the player can play this card on the main deck as a Neutral Card. After this, the next player must play.</p> <p style="color: red; font-weight: bold;">Note: Cannot be canceled by Cancel Culture card.</p>	<p>Forces the next player to blindly pull from the deck and play whatever card she pulls.</p> <p style="color: red; font-weight: bold;">Note: Cannot be canceled by Cancel Culture card.</p>
<b>Monkey Wrench</b>	<b>Challenge-Her Card</b>
<p>Simply skips the next player.</p> <p style="color: red; font-weight: bold;">Note: Cannot be canceled by Cancel Culture card.</p>	<p>A player from each team must shuffle the cards that are in their hands. After this, they must place their cards face down (in a pile). Each team member would either pull the top or bottom card (they must do this blindly), and</p>

then place it face-up on the table or pile. If the Challenge-Her has the highest hand, she can steal a letter from the opposing team. If the Challenge-Her has a losing hand, her team will lose 10 points. Additionally, if the Challenge-Her wins, she can remove the lipstick from one of her lips or around her lips (if it has gotten messy) OR she can allow her teammate to remove the lipstick from one of her lips or around her lips (if it has gotten messy). The same rule applies to the fellows, only, you would be removing black lipstick from around your eyes.

Cancel Culture Card	L-Card
<p>Can be used to cancel some of the Specialty Cards. Also worth ten points if played as a Neutral card instead.</p>	<p>This is the loyalty or loser card. In short, if you play this card, you may be able to permanently or temporarily swap partners.</p> <p style="color: red;">Note: Cannot be canceled by Cancel Culture card.</p>

**Note:** All Specialty Cards can be neutralized by the person who plays them, for example, if you have the L-Card, you can play it without switching teams. It would then act as a 10 card. When neutralizing a Specialty Card, you must say “Neutral” before or as you play the card. You cannot change your mind after the card has been played.

### About the SideChicks™ Game

**Notes:**

1. The numbers on each card represent how much each card is worth.
2. Each team has their own card pile.
3. SideChicks is played clockwise.
4. This game is played in rounds or hands. Once a team has played all of the cards that are in their hands, that particular round will end.
5. After a game ends, each team will add the numbers on the cards they've collected and write them down as points.
6. Any cards left in a team's hands will constitute as a deficit, meaning that the team in question must subtract the total amount of all of the cards still in their hands from their overall score.

7. If a letter is pulled during the first-player standoff, the team that pulled that letter will automatically go first and will be able to place the letter face-up on their story-line.
8. Each Alpha character is worth 50 points. If a team wins a game and has 50 or more points on the scoreboard, that team can buy Alpha characters from the losing team. The losing team cannot buy Alpha characters.

### Red Lipstick

To make the game more fun, each player must bring her own red lipstick. When a team loses a hand, one of the members of that team must put lipstick on one of her lips. Here's how it goes:

1. If **Team A** loses, one of the members from **Team A** must put red lipstick on either her bottom or top lip. Note: the player CANNOT rub her lips together, otherwise, that team will forfeit 50 points and the opposing team will collect those points.
2. If **Team A** loses the second round, one of the members from that team must put red lipstick on one of her lips.

### Black Lipstick

So that we don't leave you out, fellows, if you want to play this game as well, you must bring lipstick, but you can wear black lipstick (or any black substance) around your eyes. Here's how it will go for you.

3. If **Team A** loses, one of the members from **Team A** must put black lipstick on either his top eyelid or just underneath one of his eyes. Note: be careful not to rub your eyes, otherwise, you just may get lipstick in your eyes!
4. If **Team A** loses the second round, one of the members from that team must put black lipstick on one of either just above his eyelids or underneath one of his eyes.

Losses	Instructions
L-1	Paint one lip (top or bottom) with red lipstick.
L-2	Paint one lip (top or bottom) with red lipstick.
L-3	Must paint lipstick on both lips in a messy fashion.

Note: Team members can alternate, meaning, one team member can paint one of her lips after a loss, and the other team member can paint one of her lips after a second loss. Howbeit, after one or both of the women have painted both lips, every loss after that requires one or both of the women to put on more red lipstick and be even messier than before.

Losses	Instructions
L-1	Paint one eye (top or bottom) with black lipstick.
L-2	Paint one eye (top or bottom) with black lipstick.
L-3	Must paint both eyes until they look like black eyes all around!

**Example:**

- Candace and Janet are on Team A. Brianna and Amber are on Team B.
- Team A loses the first round, and Candace agrees to put red lipstick on her bottom lip. She must play the rest of the game wearing that lipstick.
- Team A loses again, but this time, Janet decides to put red lipstick on her top lip. She must also play the rest of the game wearing that lipstick.
- Team A loses for the third time, so now one of the women have to place red lipstick on the bare lip. That player can now rub her lips together if she so chooses.
- Team A loses for the fourth time; this is when things get messy! One of the ladies from that team must place lipstick around her lips in a messy way, and she must play the rest of the game that way.
- Every time that team loses, she'll have to be even messier with her lipstick.
- If agreed upon prior to the game, opposing players can take pictures of the losing team and post it to social media, but of course, this must be done in a respectful (yet humorous) way.

Note: Same rules apply for the guys, only, you will be using black lipstick around your eyes!

Game Objective
To score 1,000 points or successfully obtain/recover every Alpha card until your team successfully spells out the word SIDECHICKS.
<i>Note: You can shorten the game by lowering the winning score to 500 points.</i>

**Game Examples**

Standard Card Example
<ul style="list-style-type: none"> <li>• Candace and Janet are on Team A. Brianna and Amber are on Team B.</li> <li>• The cards are shuffled and Candace deals 7 cards to each player.</li> <li>• The remaining cards are placed face-down in front of the women.</li> <li>• Candace volunteers to be the representative for Team A, and Amber agrees to represent Team B.</li> <li>• All of the women remove the Alpha cards from their hands, placing them face-up in</li> </ul>

front of the Team Rep.

- **Candace** agrees to pull from the deck first, followed by **Brianna**. Both women blindly pull from the deck and flip their pulled cards over.
- **Brianna** has the highest numerical card, which means that **Team B** gets to make the first play.
- **Amber** plays a 10 card.
- **Janet** then plays a 4 card.
- **Brianna** plays a 6 card. This brings **Team B's** board total to 16 points. In order for **Team A** to win that round or hand, the fourth player (**Candace**) must consider the 4 that her teammate has played and try to add enough points to the board to exceed 16. Since the cards only go up to 10, this is impossible, so **Candace** plays a 2 card.
- **Team B** collects all of the cards on the board to be added to their overall score at the end of the game.

#### SideChick Card Play Example

- **Amber** plays a 10 card.
- **Janet** then plays a 4 card.
- **Brianna** plays a SC card, which is worth 10 points. (Note: she could use this card to take two books from the other team should her team win, but if she believes the team is losing, it is better for her to play this card and substitute it for the number 10 than to risk losing two books.)
- **Candace** plays a 7 card.
- This means that **Amber** and **Brianna** won this round with 20 points. If their total recorded score is 250 or higher, they can take up to 2 letters from the opposing team.

#### Suitor Card Play Example

- **Amber** plays a 10 card.
- **Janet** plays a Suitor Card.
- **Brianna** has to hold up her hand so that **Janet** can blindly pull a single card from it. This robs **Brianna** of her turn.
- **Janet** pulls a 3 card. She then asks her team member if she should play the 3 or if **Candace** (her team member) wants to play something else.
- **Candace** says that she wants to play something else, so **Janet** plays the 3 card on behalf of her opponent, **Brianna**. **Candace** plays the 8 card.
- This means that **Janet** and **Candace (Team A)** won this round with 18 points.

	Team A	Team B
	10	Suitor Card (worth 10 points)
	3	8
<b>Total</b>	<b>13 Points</b>	<b>18 Points</b>

### Rib Card Play Example

- Amber plays a 10 card.
- Janet then plays the rib card. Now, she gets to choose whichever one of her opponents that she wants to trade hands with. She chooses to swap with Amber. The game continues clockwise from Janet.
- Brianna plays a 5 card.
- Candace plays a 10 card.
- This means that Janet and Candace won this round with 20 points.

	Team A	Team B
	10	Rib Card (worth 10 points)
	5	10
<b>Total</b>	<b>15 Points</b>	<b>20 Points</b>

### Blind Play Card Example

- Amber plays a 10 card.
- Janet then plays a 4 card.
- Brianna plays a BP (Blind Pull) card, which is worth 10 points.
- Candace must now pull a card from the top of the deck and play it.
- The game will commence from there.

### Monkey Wrench Card Example

- Amber plays a 10 card.
- Janet then plays the Monkey Wrench card.
- Brianna cannot play because of the Monkey Wrench card, meaning that the next player will be Candace. The game will continue from there.



### Challenge-Her Card Example

- **Amber** plays a 10 card.
- **Janet** then plays the 7 card.
- **Brianna** follows up by playing the Challenge-Her card. She then challenges **Candace** to a face-off.
- Both women shuffle the cards that are in their hands and they lay the cards on the table face-down. **Brianna** pulls the card (Number 9) off the top of her playing hand, but **Candace** pulls a card (Number 2) from the bottom of her playing hand. This means that **Brianna** won the Challenge-Her's face-off, and she not only gets to collect a book from her opponents, either she OR her team member can remove the lipstick from one of her lips or from around her mouth (if it's gotten messy). (Same rule applies for men, only, you will be removing black lipstick from around your eyes.)

### CC (Cancel Culture) Card Play Example

- **Amber** plays a 10 card.
- **Janet** then plays a Blind Play card which would ordinarily force the next player to blindly pull a card from the deck and play it.
- **Brianna** plays a CC (Cancel Culture) card. She then says, "Cancel" or "Cancel Culture." **Janet's** card is then rendered powerless and pointless, meaning that **Janet** cannot collect ten points from that particular card, but must instead place it on the Blind deck.

### L (Loyalty or Loser) Card Play Example

- **Amber** plays a 10 card.
- **Janet** then plays a L card which allows her to swap teams. Note: She must say who she's replacing, but she does NOT have to tell her new team member whether or switch is permanent or temporary until after they've finished playing the current hand. At the end of that hand, she must notify everyone as to whether her switch was permanent or temporary. If it is temporary, she can utilize this opportunity to do damage to the opposing team. If it's permanent, she can join the winning team.

**Note:** If a player plays a Specialty card as a 10 card, but does not want to use its abilities, the player must say "Neutral" when playing that card in particular.

## Definitions

### Face-off:

- When a player plays the Challenge-Her card, she can challenge one of the women on the opposing team to a Face-Off. If she wins the Face-Off, she can remove the lipstick from her bottom lip, top lip or from around her mouth (if it's messy). **(Same rule applies for men, only, you will be removing the lipstick from around your eyes).**

## Rules, Guidelines, Penalties

1. When a card (book) is collected by a player, the player must place the book face down on the surface in front of him/her. That book cannot go back in the main card deck.
2. If player has any letters that spell out SIDECHICKS, the player must place those letters in front of herself. Note: SIDECHICKS (letter) cards cannot be played in the main game.
3. If a player or team does not place the letters from SIDECHICKS in front of herself face-up, that team automatically forfeits the game. Note: One player from each team will host the SIDECHICKS story-line.
4. Players cannot reveal their hands to their teammates or their opponents unless otherwise required in the game rules.
5. Players are prohibited from peeping at their opponents' or teammates' hands.
6. This game must be played by 4 players.
7. Players cannot skip turns; they must play when it is their turn. The only exception to this rule is if the previous player plays the Monkey Wrench card.
8. If one player plays her entire hand, she must then begin to play from the deck, meaning, every time her turn comes, she must blindly pull the top card from the remaining deck and play it. If there are no remaining cards in the deck, her teammate will be forced to battle their opponents on her own.
9. Only one card can be played at a time.
10. Players cannot disclose their hands with other players, nor can any players sneak a peep at someone else's hand.
11. If a player is caught cheating, that player forfeits the game for her team.