

How to Play the Hood Theorem Game™

1 to 12 people can play the Hood Theorem Game. It is a lot of fun! As with situations in the Hood, you start with very little, you get in debt, have to make wise decisions, pray, rob Peter to pay Paul, wait on the next payday, and more...

#1 Get a pencil and paper or keep track on your phone of how much Hood Theorem Cream you owe or how much Cream is due you. **Each player starts with 400 Hood Theorem Cream.**

#2 The youngest person goes first and pulls a card from the Main Deck. Pick from the top of the shuffled (mixed) Main Deck cards. Give each player 1 card from the Main Deck. Everybody can see the card given but do not show the remaining cards in the Main Deck.

#3 Follow instructions on Main Deck card by paying Cream or receiving Cream. Use the Hood Theorem Cream cards to pay and receive. If you have to pay Cream and have none, you go into debt. Be sure to keep track of your debts. If you are supposed to receive Cream and there is no Cream available, you have to wait until someone else pays Cream. If the game finishes with Cream owed to you, you will have Cream Credit so keep track of what you owe and what is due you.

#4 One of the wisest decisions you can make in the Hood Theorem Game is "chill in the Hood". When you chill (skip), whether it is 1 player or many, you simply discard the next card without looking at it. You have **unlimited skips**, EXCEPT **players can't skip their first time, and the very last card in the Main Deck must be played without skipping**.

#5 The game is over when all Main Deck cards are gone.

WINNING AND LOSING

- If you are in 600 Hood Theorem Cream debt or more, you LOSE and DO NOT SURVIVE - YOU DID NOT MAKE IT OUT OF THE HOOD! You do not get a chance to select a FATE card.

- If you are 500 Hood Theorem Cream debt or less, you get a chance to select a FATE card.

→ The FATE card will reveal if you **WIN** and actually make it out the Hood. You can buy 1 FATE Card (ONLY 1) for all of your money.

You must surrender all your money to buy the FATE card. IF THERE IS MORE THAN ONE PLAYER, THE PLAYER WITH THE MOST MONEY GETS TO PULL AND KEEP A FATE CARD FIRST. The remaining FATE cards select in order of who has the most money.

The lowest money person gets whatever FATE cards(s) are left. The FATE card will reveal your fate and whether or not if you make it out of the hood. If you choose not to buy a FATE card and you have 500 Cream debt or less - You choose to not take the FATE card risk and live good in the Hood!

TAKE THE RISK and reveal a FATE card, which keeps you in the Hood or worse or elevates you out of the Hood. **The ULTIMATE WIN CARD is THE HOOD THEOREM FATE CARD.**