

CLOVERMANIA

1. The rules of the game can be changed by a majority vote of the players.
4. Pete is the Wild Card, used in the event of a tie.
6. Emily can go before Royce.
7. If you say your name backwards at any time, the first player to turn around 3 times gains 5 clovers.
8. If a Katiana has exactly 13 Clovers and 4 Misshapen Sticks, they shall be known as a Clover Master, C-Mat, or any variation thereof until the end of time.
9. If a proposal does not pass, everyone but the person who proposed it gains a Misshapen Stick.
10. Whoever moves the pigs next loses all items and gains a Mutant Clover, which is the same as losing 3 Clovers.
11. If you can hold your breath for 45 seconds, you gain 1 Clover. If you fail in your attempt, you gain 1 Mutant Clover.
12. You can turn 2 Clovers and a Misshapen Stick into a Magic Wand.
13. Use a Magic Wand once on another player to force them to act as an animal of your choice for the entirety of their next turn.
15. You can tag someone else in the dorm to gain 1 Misshapen Stick.
17. Outsiders cannot read the rules or else everyone loses.
20. Every 30 rules, the rules must be reviewed and 5 rules must be crossed out.
21. Once you have become a Clover Master, at any time you may claim your base of 13 Clovers and 4 Misshapen Sticks.
22. Items with the word 'Magic' in their name can only be used by Clover Masters.
23. A Clover Master who hits another Clover Master in the head with a pillow achieves the status of Chief Clover Sensei.
24. In order to touch a pillow, you must have 5 Magic Beans.
25. If you can get someone else in the dorm to say "Really?", you gain one Magic Bean.

26. A session of the game can be ended by a majority vote of present players, and can be started by a majority vote of Clover Masters.
27. You can only have 2 Magical Wands at one time, and they vanish once used.
28. To make the Ultimate Death Robot, discard 2 Magic Wands, 1 Magic Bean, and 3 Clovers. There can only be one Ultimate Death Robot at any time.
29. If you have not achieved the rank of Clover Master, you are known as a Katiana.
30. If you have not used the Ultimate Death Robot on your last turn, you can use it to gather the moisture in the sky and freeze another player's face. Their next turn is skipped and if they move their facial muscles, they gain 2 Mutant Clovers.
31. Play order is determined by the player who has the longest full birth name going first and proceeding in an order that satisfies rule 6.
32. If you achieve the rank Chief Clover Sensei, you may choose instead to become a Cleaf Chover Census.
33. Chief Clover Senseis are known for their skills in magic and represent true beauty and enlightenment. Cleaf Chover Censuses are known for their powers of death and destruction and stand for ignorance and pie.
34. A Katiana may do jazz hands and the Clover Masters choose a word for the Katiana to spell. If done correctly, they can take 3 Clovers from another player.
35. If an outsider asks to see the rules, all players must cover their eyes and the rules must be protected.
36. There is a Secret List of Alternate Biblical Names for Outsiders (SLABNO).
37. A Clover Master may call a game of Viking. The loser, if a Katiana, must give 5 clovers to that Clover Master. If not a Katiana, they are simply ridiculed.
38. All benefits of a rank also apply to all ranks above that rank.
39. A Katiana may write a haiku for the Book of Haiku of Clovermania, and may gain -2 to 3 Clovers based on the quality of the haiku in the opinion of all players.
40. If a player says 'Happiness', the first player to smile gains 1 Mutant Clover.
41. A player may do a funny face or dance and gain up to 5 Clovers and/or 3 Misshapen Sticks.
42. You can make a contour line drawing for -5 to 4 Misshapen Sticks.

43. Anchorman quotes are glorious.
44. A small pamphlet is published entitled “Katiana’s Helpful Plamphlet: A Katiana’s Guide to Clovermania”.
45. If someone changes the lights or the air conditioning in the room, the one who notices may shout “Ainamrevolc!” and the last player to sit on the floor gains 4 Misshapen Sticks.
46. You can use anything labeled on the Ultimate Death Robot diagram once to do anything.
47. After using the Ultimate Death Robot for anything, you must give it to another Clover Master.
48. Any Clover Master may be a Guidance Counselor. There may only be one Guidance Counselor at any time. It is their job to help players to achieve the next rank. If he helps 10 players move up, he achieves the rank of Saint. If there is no Guidance Counselor, the Saint must choose any Clover Master to become the new Guidance Counselor.
49. At the beginning of a session, the rules must be reviewed.
50. No board.