

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. If they do not do this properly, they must act as that animal until their next turn.
15. You can tag someone else in the dorm to gain 1 Misshapen Stick if they complete a signed Witness Statement Form.
17. Outsiders cannot read the rules or else everyone loses.
20. Every 30 rules, the rules must be reviewed and at least 5 and up to 10 rules must be crossed out.
21. Once you have achieved a rank, at any time you may claim the base amount of item that you required in order to achieve that rank.
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?”, and they complete a signed Witness Statement Form to be kept in the Witness Statement File, 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.

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.

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, the group votes whether instead you become 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.

38. All benefits of a rank also apply to all ranks above that rank.

39. A player 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.

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”.

46. You can use anything labeled on the Ultimate Death Robot diagram once to do anything, if the Ultimate Death Robot has not been used on your last turn.

47. After using an item on the Ultimate Death Robot for the first time, it is given to another Clover Master. The abilities of the different objects are tracked in a list called the List of Ultimate Death Robot Items and Their Abilities (LUDRITA).

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 8 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.

51. Robot piece rules can be changed by spending 15 Clovers.

52. Players must choose an Esperantan name for themselves from a given list.

53. If you can spell your Esperantan name backwards without looking, gain 10 Clovers.

54. If you conspire with another player about proposals in a language other than English, lose 2 Misshapen Sticks, unless you have already proposed a change during your turn.

55. If you wish to change your place in the turn order, it must be approved by the majority.

56. You may only take an action if it is your turn or you gain the permission of the current player to do so.

57. You must say your Esperantan name to begin your turn.

58. You must propose a rule change on your turn.

59. Players at ranks higher than Clover Master must wear a towel turban-style on their head.

60. Cleaf Chover Censuses can use a Magic Wand to cause another player to lose 3 Misshapen Sticks.

61. Once a round, any player may call a Clover Fiesta by proposing a topic regarding a large change to the rules that the player is unsure how to implement. The group discusses the topic and creates a rule collaboratively. It is inserted into the rules as one rule with many possible sub-rules.

62. Players must say the current player's name in order to speak. This is suspended during a Clover Fiesta.

63. Each session must have a Game Master who tracks rule changes and items.
64. Insults that are not racial slurs can be used to cause players above the rank of Clover Master to lose one Feelings.
65. The rank above Cleaf Chover Census is Gunterhood.
66. Players not at a session can not be affected by changes during that session.
67. A player may auction their proposal if they only have one on their turn. This involves the transfer of game items. The auctioned proposal must be used on the winning player's next turn.
68. A Clover Master appointed a Clovassador may start a separate faction of Clovermania based on the rules at the end of the last session they participated in. Clover Masters in different faction to not affect the majority needed to start a new session.
69. Whosoever playeth Clovermania for more than four consecutive hours is certifiably insane.
70. Cleaf Chover Censuses may lose one Magic Bean to target a Clover Master to kill them and send them to the Labyrinth where they must defeat the Minotaur by answering a difficult trivia question on their next turn, and every subsequent turn after that until a question is answered correctly. If a question is answered incorrectly, their turn is skipped.
71. If one player does something that detriments another player the Guidance Counselor may punish them, subject to approval by a simple majority of the vote of Clover Masters and above. Successful punishment is the Guidance Counselor taking 3 Clovers and 1 Misshapen Stick from the guilty.
72. Emily must me upside down for at least 10 minutes for every hour of a session.
73. Right before the cutting of rules, one player is voted the Unsqueaky Shoe for being the least disruptive. They wear a shoe around their neck and gain 3 Clovers and 1 Magic Bean.
74. Where's Emily?
75. Chief Clover Senseis can use a Magic Wand to give all players 3 Feelings.
76. One per round, a player may shout "Aquatic Vertebrae!" The players vote for one player to have a Fetus. That player also turns 4 of their Clovers into Pudding, and gains one Fetus in Pudding.

77. After the parent of a Fetus in Pudding has made two proposals, it turns into an Infant in Yogurt.

78. Hate is a very strong word and it makes me sad when you use it.

79. If a player's proposal is voted for unanimously, all players applaud and the proposer gains 1 Feelings.

80. Once a player accumulates 9 Feelings they become a Good Will Patron, who are immune to any changes in Feelings and may give other players up to 2 Feelings per round.

81. If players burst into unanimous spontaneous applause, the one being applauded gains 1 Feelings.

82. A player may Challenge another player's proposal with a related proposal. Then the players debate and vote for one, or none. If the Challenger's proposal passes, they do not get a proposal on their next turn.

83. There is a Toilet Store. Players can take Toilets anytime they want unless they were the last one to take a Toilet. A Toilet can turn into any one game object. Once 30 Toilets have been taken, the game goes into Armageddon.

84. If there is an ambiguity or disagreement to an interpretation of a rule, any player may Summon Judge Judy. Players debate, vote, and make an addition to the rule.

85. When the rules are being cut, a random rule is selected to be cut as well. Three rules may be Locked and immune to elimination by a unanimous vote of players.

86. Every two proposals made by the parent of one of these in the list grows on to the next stage: Fetus in Pudding, Infant in Yogurt, Toddler in Jell-o, Child in Spaghetti, Teen in Personal Lubricant, Young Adult in Flan, Adult in Gelatinous Sadness, Elder in Soup, then they die and we have a funeral. Every time they grow the Birthday Song is sung. These children are named by the parent, taking the Esperantan last name of the parent.

87. Every time the computer is consulted, everyone must say, "Oh Glorinda Glorinda, lend us your knowledge."

88. The motto of Clovermania is "German Clovers are inspirationally used here."