

You must not!

The card game of negative obligations.

Deal all the cards out ensuring that every player has the same number of cards. If there are any cards left over just ensure that they are not **Wild Cards** which must be in play.

Each player must try and get rid of their cards.

Player one chooses any card in their hand (for example the **University**) and lays it face up on the table. Player one then chooses any negative obligation which appears on that card (let's say **Smoke**) and then must make a statement such as "***You must not smoke in the University***".

Player two then quickly scans their cards and lays a card on top of the first player's card with a **matching imperative**, (for example the **Church**). They then must say something like "***You must not smoke in the church***". It is now player two's turn to play any card in their hand and nominate a negative obligation. This card is laid on top of the growing pile on the table.

The next player scans their cards and if they can match player two's imperative then the game continues as above. If the player **cannot** match the command then they must pick up all the cards on the table and add them to their hand.

A **Wild Card** can be played by a player who either **cannot** match a command or who simply wants another player to pick up all the cards in the pile. They must nominate who of the other players will have to do this. The **Wild Card** must then be taken out of play.

The game ends when someone has dispensed all of their cards.

For higher level students you can play this game insisting that they come out with a **different** negative obligation each time. "You are prohibited from..." "It is essential that you do not..." "You are asked to refrain from...."

You can also interrupt the game at any time and ask the players to justify why you mustn't use a mobile phone at the gas station or take your dog to the burger bar.