

INTUITION

INTRODUCTION

Intuition is a card game for two players. Players must guess, or “intuit”, aspects of a card held by their opponent. A single French deck is used. Intuition was designed by Mark Steere in February 2025.

PREPARE THE DECK

Remove all of the 7s from the deck, shuffle the cards, and place the deck on the table, face down, between the two players. Take the top card from the deck and set it aside, face up, removing it from play.

LOW AND HIGH CARDS

Cards ranked ace through 6 are "low". Cards ranked 8 through king are "high".

RED AND BLACK CARDS

Cards with hearts and diamonds are "red". Cards with clubs and spades are "black".

PLAY

Player A takes the top card from the deck. He holds it, looks at it, and hides it from Player B. Player B then states either a one-word guess or a two-word guess about the card held by Player A.

ONE-WORD GUESS

A one-word guess can be: "low", "high", "red", or "black".

If Player B's one-word guess is correct, Player A places the held card on the table, in front of Player B, face up. If Player B's one-word guess is incorrect, Player A places the held card on the table, in front of himself, face up. (Cards earned by the players must be neatly stacked, so that only the top card of the stack is visible.)

TWO-WORD GUESS

A two-word guess can be: "low red", "high red", "low black", or "high black".

If Player B's two-word guess is correct, Player A places the held card on the table, in front of Player B, face up. AND Player A takes the top two cards from the deck, and places them, one at a time, face up, onto Player B's face-up stack. In total, Player A gives 3 cards to Player B. Each of the 3 cards must be viewed by the players for at least one second. If Player B's two-word guess is incorrect, Player A places ONLY the held card on the table, in front of himself, face up. No more cards are taken from the deck, during a turn, after an incorrect two-word guess.

TAKE TURNS

After this first turn, Player B takes the top card from the deck. He holds it, looks at it, and hides it from Player A. Now it's Player A's turn to state either a one-word guess or a two-word guess about the card held by Player B. After each turn, the players' roles are reversed before the next turn.

If a player states a correct two-word guess on the last turn, and there are less than two cards remaining in the deck, he only earns the held card and the cards remaining in the deck.

OBJECT OF THE GAME

The player who has the most cards after the deck has been depleted wins.

DESIGN NOTES

Intuition was inspired by a discussion of mind reading, though it's essentially a game of memory and probabilities.