

KIPLING

"Oh, East is East, and West is West, and never the twain shall meet."

- Rudyard Kipling, *The Ballad of East and West*, 1889

Players: 3 - 8

Materials: Set of cards (300), paper and pencil for each player

Goal: To be the first player to get 150 points

Set-up: Cards must be shuffled and then arranged in the box, all facing the same way. Players arrange themselves in a circle around the cards. Players will keep track of their scores with pencil and paper.

Regular Play:

- Kipling is played in turns, with each turn having one person as "dealer," the person who takes a card from the stack.
- To begin, players first decide who will become the first dealer. Play then begins with the first turn.
 1. Each turn begins with the dealer taking a card from the end of the stack, and laying it face up. The term on the card can either be associated with an "Eastern" society or "Western" society.
 2. The dealer decides to themselves which side the term belongs to, and write down their position on their paper, but does not share this with the other players.
 3. The other players debate amongst themselves which side the term belongs to, and continue until everyone has made a decision or has abstained. The dealer must not participate in discussion.
 4. Every player on the majority side wins 5 points. If the dealer picked the same side as the majority, they get 20 points. Players on the minority side get no points.
 5. If there is a tie, no points are given to anyone.
 6. After the debate, dealer discards the card and the turn is over. Play proceeds clockwise, with the person to the left of the dealer becoming the new dealer for the new turn.
- Game continues until a player gains 150 or more points, and becomes the winner. If more than one player gets 150 points, victory goes towards the player with the most points. In the cases of a tie, the dealer wins. If no tied players are the dealer, then all tied players win.

Contender Play (Variant):

- Contender Kipling is played in turns, with each turn having one person as “dealer,” the person who takes a card from the stack.
- To begin, players first decide who will become the first dealer. Play then begins with the first turn.
 1. Each turn begins with the dealer taking a card from the end of the stack, and laying it face up. The term on the card can either be associated with an “Eastern” society or “Western” society.
 2. The dealer and the person to their right (the “contender”) decide with side the term belongs to, and both write down the side they chose on their paper.
 3. If they agree, each get 10 points, and play continues with a new turn.
 4. If they disagree, both dealer and contender must persuade other players to adopt their position. Debate continues until everyone has made a decision or has abstained.
 5. The debater who wins majority (the “majority leader”) gets 20 points, and each player in the majority gets 10 points. The other debater and players get no points.
 6. If there is a tie, no points are given to anyone.
 7. After the debate, dealer discards the card and the turn is over. Play proceeds clockwise, with the person to the left of the dealer becoming the new dealer for the new turn and the last dealer becoming the new contender.
- Game continues until a player gains 150 or more points, and becomes the winner. If more than one player gets 150 points, victory goes towards the player with the most points. In the cases of a tie, the dealer wins. If there is no dealer, the contender wins. If no tied players are the dealer or contender, then all tied players win.

Gameplay Variations for Increased Contention:

- Speed Debate: Contender rules, with a time limit of two minutes is imposed for dealer and contender to convince other players.
- Sweepstakes Lite: Instead of the winner of the debate receiving 20 points by being the majority leader, they receive 10 points plus an additional 5 points for each player that is part of the majority.
 - Sweepstakes Plus: If the other players unanimously agree on a side, then majority leader receives double the points they would have gotten, and the other players of the majority side receive no points.
- Ken Jennings: Contender rules, instead of the dealer remaining as contender for the next turn, whichever player wins the debate becomes the contender for the next turn. If both dealer and contender agree and there is no debate, both are eliminated and play proceeds to next two players. Ties can either be treated as agreements or as do-overs, with dealer and contender remaining the same and a new card being used.