

Instructions

Goal:

Be the first player to place down all your cards.

First Turn:

- Each player draws 5 cards from the randomized (shuffled) deck
- Select one player to start the story
 - The prompt should only be one or two sentences to lay the basic groundwork for the story.
- For the first turn only, draw a card from the top of the deck. The next player must continue the story using the term or question on the card.
 - Turn order continues counter-clockwise

Turn Order:

- The new player has 15 seconds to continue the story using the term or question on the card.
 - The player must say at least one sentence using the word or question in the context of the sentence (no matter how absurd the context is in the story).
- If the player is unable to use the word in proper context, the player has one more opportunity. If the player fails a second time, he/she must draw two cards.
- After the story phase ends, place the term/question in the discard pile.
- The player then places a card from his/her hand face up for others to see. The player to the left must continue the story using the term or question on the card.

Last Turn:

When a player wins by placing down the last card in the hand, he/she gets to finish the story however they like.

Card Types:

There are two types of cards, **Terms** and **Questions**.

- **Terms:** These cards have an image associated with them. Players must properly use the word in a sentence while continuing the story. An example of proper use is given on the card.
- **Questions:** These cards have question marks on the edges. Players may ask the question and answer it, or they may simply provide an answer to the question asked. The question/answer should be made to fit the story (even if it's absurd). The answer to the question is provided on the card, often in the context of a sentence.