

SHAREagraphs

4-8 players

Ages: 12+

Playtime: 30-60 minutes

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Version: P-1.1

COMPONENTS

- Pad(s) of Lined Paper
- 8 Pencils
- 238 Word Cards
- 50 Prompt Cards
- 1 Timer (times one minute)

SETUP

1. Give each player one sheet of paper and one pencil.
2. Tear a sheet of paper into small sections and give one section to each player. This will be each player's scoring sheet.
3. Shuffle the word cards, give one face-down to each player, and set the rest aside.
4. Shuffle the prompt cards, flip one card face-up in the middle of the table, and set the rest aside.

SEQUENCE OF PLAY

The game takes place over three rounds. Whoever has the most points at the end of the third round is the winner. Each round consists of three phases:

1. Writing Phase
2. Reading Phase
3. Scoring Phase

WRITING PHASE

To begin, each player writes their name at the bottom of their sheet of paper. After that, someone starts the timer and everyone should begin writing a story (starting at the top of their sheet of paper). It is important that players write legibly, because everything players write will be read aloud. Players use the face-up prompt card to guide their story.

Once the timer runs out, every player must stop writing immediately, fold the paper so that only the bottom two lines of the current story are visible, and pass the paper to the player on their left. Once everyone has a new sheet of paper, someone starts the timer again, and everyone

continues the new story in front of them. Players continue writing, folding, and passing until everyone has their original paper again. At that point, move on to the Reading Phase.

The only thing players cannot write during this phase is the word on their secret card. However, players want other players to guess their secret word during the Reading Phase, so players should leave clues that could lead to someone else guessing their secret word as they are contributing to each story.

READING PHASE

Once all the stories are complete, players take turns reading their stories out loud. Each player can only read their story once, so it's important for the reading player to speak clearly and the other players to listen closely.

Any time during this phase, players may guess words that they think other players have on their secret word cards by writing words down on their sheet (there should still be room on the front or back of the paper). There is no limit to the amount of words players can guess. Players only need to guess words, they do not need to know which player had which word.

Once all the stories have been read, move on to the Scoring Phase.

SCORING PHASE

Each player keeps track of their own score by using tally marks on their scoring sheet. Players score points by guessing other players' words correctly and having other players guess their word.

During this phase, players take turns revealing what their secret word was by flipping their word card face-up. Anyone that guesses a word correctly immediately gets one point. You do not get a point for guessing your own word. For the player that revealed their word, there are three possibilities:

- If nobody guessed your word, you were too vague, and you get zero points.
- If every other player guessed your word, you were too obvious, and you get zero points.
- Otherwise, you get three points.

Once every player has revealed their word and the scoring is complete, it is time to set up for the next round (if there is one). Every player places their word card in a discard pile and draws a new one. Discard the prompt card as well and draw a new one. Each player should also get a new sheet of paper for the next story.

Whoever has the most points after three rounds is the winner. It is possible to have multiple winners.