

# SHAREagraphs

4-8 players

Ages: 12+

Playtime: 30-60 minutes

Designer: Tim Rice

Version: U-1.1

## COMPONENTS

- Lined paper
- Pencils
- 95 Word cards
- 40 Prompt cards
- 1 Six-sided die
- 1 Timer (times one minute)

## SETUP

1. Give each player one sheet of paper and a pencil.
2. Tear a sheet of paper into small sections and give one section to each player (these will be their score sheets).
3. Shuffle the word cards, deal one face-down to each player, and set the rest aside.
4. Shuffle the prompt cards, draw one, place it face up in the middle of the table, and set the rest aside.
5. Set the timer near the middle of the table.

## 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, all players write their names at the bottom of their sheet of paper, and any player rolls the die. All players find their secret word for the round by matching the die's result to their word card. Do not reveal secret words at this time.

Next, any player starts the timer, and all players begin writing a story on their sheet of paper. Write legibly, because everything you write will eventually be read aloud. Use the face-up prompt card to guide your stories.

Once the timer runs out, all players stop writing immediately, fold the paper so that only the bottom two lines of their current story is visible, and pass the paper to the player on their left (on the first and third rounds) or right (on the second round). Once everyone has a new sheet of paper, start the timer again, and all players continue writing 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 you cannot write during this phase is your secret word. However, you want other players to guess your secret word during the Reading Phase, so it's important to leave clues that could lead to someone else guessing your secret word as you contribute to each story.

## **READING PHASE**

Once all the stories are complete, take turns reading your stories out loud. You may only read your story once, so it's important that you speak clearly and that the other players listen closely.

Any time during this phase, you may guess what other players' secret words are by writing words down on your sheet (there should still be room on the front or back of the paper). The number of words you may guess is equal to twice the number of players (If there are 8 players, you can guess 16 words per round). You only need to guess words, you 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 score sheet. You score points by guessing other players' words correctly and getting other players to guess your word.

During this phase, players take turns revealing what their secret word was. Anyone that guesses a word correctly immediately gets one point. You do not get a point for guessing your own word. When you reveal your own 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). All players place their word cards in a discard pile and draw

new ones. Discard the prompt card and draw a new one. All players 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.