



Once Upon A Business ...

By Z. Eu (Jul 2025)

Objective

Tell a compelling (and possibly chaotic) business-themed story using your hand of cards. Be the first to play all your cards and end the story coherently — or at least hilariously.

Setup

- Shuffle the full deck.
- Deal 7 cards to each player (a mix of Characters, Events, Objects, Aspects, and optionally an Ending).
- Set aside the remaining deck as a draw pile.

Turn Structure

1. Narrate the Story

- The first player becomes the active storyteller.
- Begin a workplace tale (e.g., "It was Q4, and the reorg was about to shake things up...").
- Play cards from your hand that fit organically into the story.

2. Play as Many Cards as You Can

- You may play multiple cards on your turn, as long as they make narrative sense.
- You are encouraged to build momentum — the goal is to use your cards by embedding them into the unfolding story
- Therefore, if you've inherited cards from the previous players, just like Improv Theatre the trick is to say "Yes, and..." just agree with it and move forward by adding new info

3. End Your Turn

- If you run out of ideas, pass your turn. When you pass:
 - Draw 1 new card from the deck
 - Discard 1 card from your hand (swap action)

4. Interruptions (*Optional Rule*)

- Any player may interrupt the active storyteller if they have a card that logically fits with what is being said.
- The interrupter becomes the new active player and continues the story from there.

5. Challenges

- If the group agrees that the story has become incoherent, repetitive, or inconsistent, they may issue a challenge.
- If the challenge is upheld (majority vote), the current storyteller:
 - Must end their turn immediately
 - And draw 1 penalty card

🎲 Ending the Story

- If you have an Ending card, you may play it when the story reaches a satisfying or ironic conclusion.
- You can't force an ending — it has to feel earned (or at least funny).
- If no one has (or plays) an Ending card, the story continues until a player runs out of cards and improvises a convincing finish.

🏆 Winning

- The first player to use all their cards and bring the story to a logical or entertaining conclusion wins.
- Or just embrace the chaos — the real win is creating a corporate fable you'll be laughing about later.

As a bonus – what might also help is to collaboratively use a narrative for your Business Story:

