



# Once Upon A Business ...

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## 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, Places, Objects, Traits, and optionally Endings).
- 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

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#### 🎲 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.

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#### 🏆 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:



Or if you are adventurous – try other [Story Structures: 15 Narrative Templates for Powerful Plots](#)