

Nope 1

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Clarify 1

The present creator must clarify a plot element chosen by the card-player.

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The present creator must clarify a plot element chosen by the card-player.

End Comically 3

This card has the next player ending the story comically.

End Comically 3

This card has the next player ending the story comically.

End Darkly 2

End the story in the other Creator's turn with dark overtones.

End Darkly 2

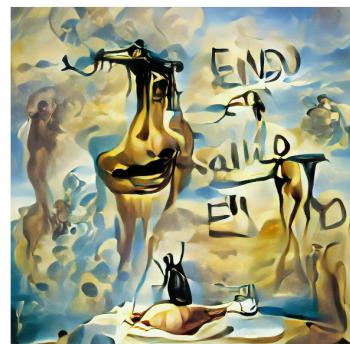
End the story in the other Creator's turn with dark overtones.

End in One Turn 2

The next creator must end the story.

End in One Turn 2

The next creator must end the story.

End in Two Turns 2

The Story must End in Two turns, unless this card is cancelled.

End in Two Turns 2

The Story must End in Two turns, unless this card is cancelled.

End Positively 2

The present creator must end the story with positive overtones.

End Positively 2

The present creator must end the story with positive overtones.

To-be-continued... 3

End the story and set it up for a sequel.

To-be-continued... 3

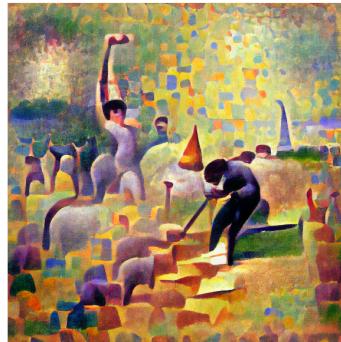
End the story and set it up for a sequel.

Loop It 2

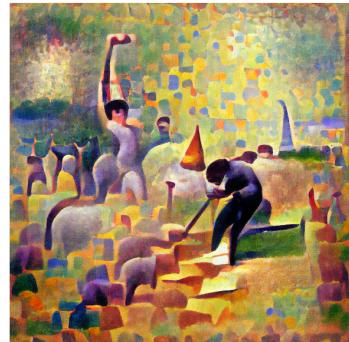
The present creator must loop back to what was said before

Loop It 2

The present creator must loop back to what was said before

Keep going 0

The present creator must keep going as if it were a new round for them.

Keep going 0

The present creator must keep going as if it were a new round for them.

Go Deeper 1

The next creator should go into greater detail regarding the present story-line.

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Help Someone 1

Help someone in the story, somehow.

Help Someone 1

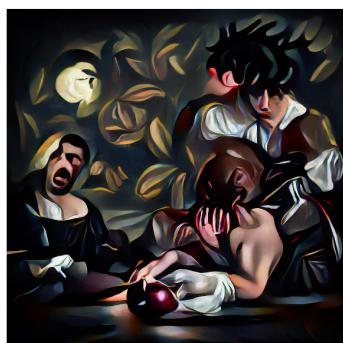
Help someone in the story, somehow.

Lighten it Up 2

The present creator continues the story but makes it lighter than it was.

Lighten it Up 2

The present creator continues the story but makes it lighter than it was.

Make it Dark 2

The present creator continues the story making it darker than it was.

Make it Dark 2

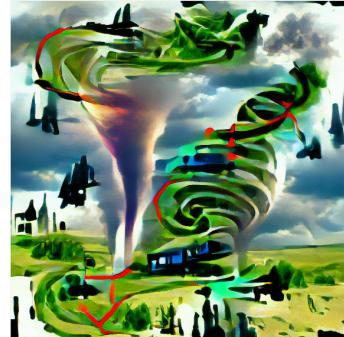
The present creator continues the story making it darker than it was.

New Character 1

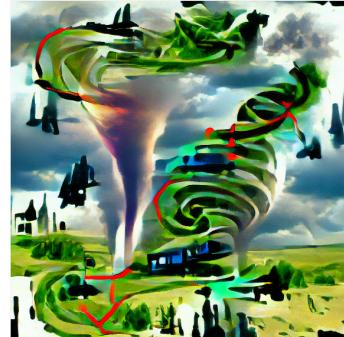
The next creator introduces a new character.

New Character 1

The next creator introduces a new character.

Plotline Twist 2

The next creator must 'twist' the plotline in some interesting manner.

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Recent Events 1

The next creator bring a recent event into the story.

Reverse Direction 0

This card reverses the direction of the Story.

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Time Travel 1

The creator must go to some point forward or backwards in time and connect to the present story.

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The creator must go to some point forward or backwards in time and connect to the present story.

Shakespearean Trajedy 1

The next creator must kill a major character in the plotline in a tragic manner.

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The next creator must kill a major character in the plotline in a tragic manner.

Skip Me 1

Skip your Turn.

Skip Me 1

Skip your Turn.

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Skip your Turn.

Steal Plot-line 2

Playing this card allows you to take the plot-line from the present creator.

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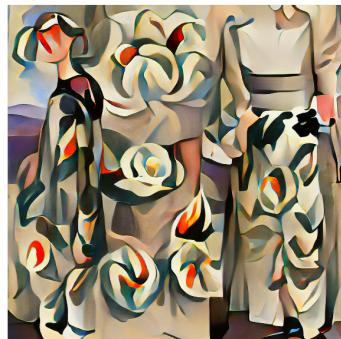
Playing this card allows you to take the plot-line from the present creator.

Steal Plot-line 2

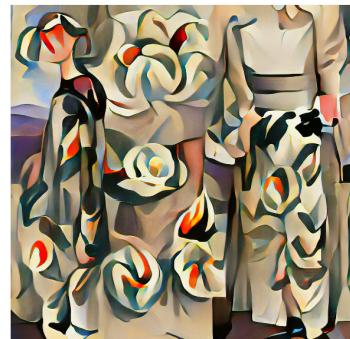
Playing this card allows you to take the plot-line from the present creator.

Steal Plot-line 2

Playing this card allows you to take the plot-line from the present creator.

Switch Character 2

The next creator must speak as a new or different character.

Switch Character 2

The next creator must speak as a new or different character.

Switch Perspective 1

The next creator must change perspective (1st, 2nd, 3rd).

Switch Perspective 1

The next creator must change perspective (1st, 2nd, 3rd).

Teleport 0

This card has the story continued by creator of your choice.

Teleport 0

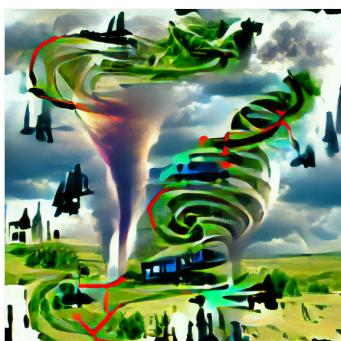
This card has the story continued by creator of your choice.

Teleport 0

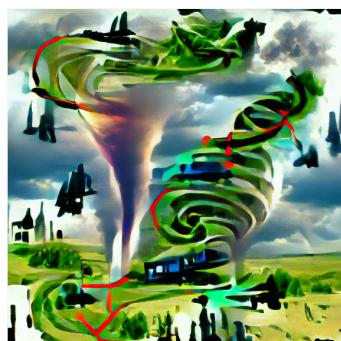
This card has the story continued by creator of your choice.

Teleport 0

This card has the story continued by creator of your choice.

Twist 1

This card pushes the next creator write a major plot twist.

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Write your own 0

Write a rule that other Creator's must generally agree upon.

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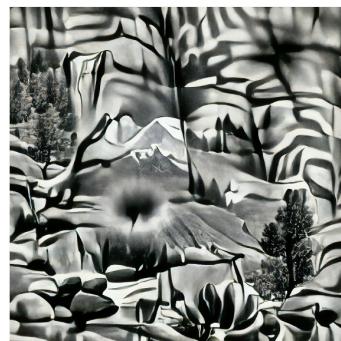
Write a rule that other Creator's must generally agree upon.

Write your own 0



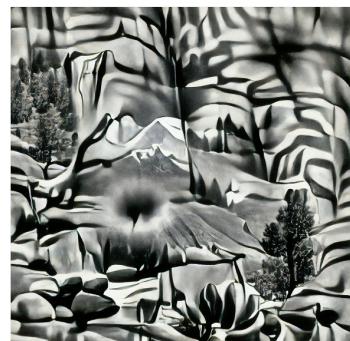
Write a rule that other Creator's must generally agree upon.

Zoom out 1



The next creator must consider the present story as part of a larger story.

Zoom out 1



The next creator must consider the present story as part of a larger story.

Sound Effects 2



Chosen creator add sound effects that significantly enhance the story.

Sound Effects 2



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Quiet Audience 1



All players may only speak on their turn. If they speak, they must discard a card they have won.

Quiet Audience 1

All players may only speak on their turn. If they speak, they must discard a card they have won.

Shhhhhh..... 1

A given individual may only speak on their turn unless cancelled.

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Shhhhhh..... 1

A given individual may only speak on their turn unless cancelled.

Count down 15 2

The creator must finish the story nicely in 15 seconds.

Count down 15 2

The creator must finish the story nicely in 15 seconds.

Count down 30 1

The creator must finish the story nicely, in any way they want in 30 seconds.

Count down 30 1

The creator must finish the story nicely, in any way they want in 30 seconds.

Give 2

Extra two points are given to creator if they are given another card that is evaluated.

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Duet 2

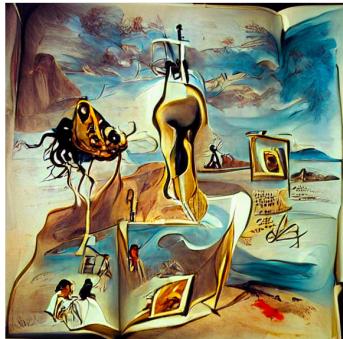
Chosen creator must choose a listener and have a story-related conversation. All cards void if not completed.

Duet 2

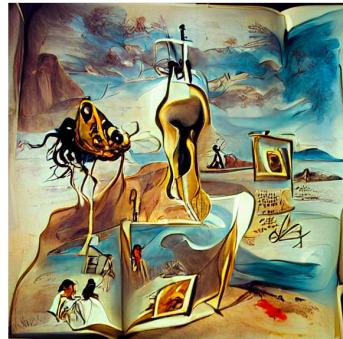
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Duet 2

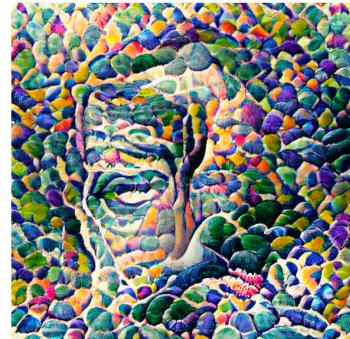
Chosen creator must choose a listener and have a story-related conversation. All cards void if not completed.

Meta-story 1

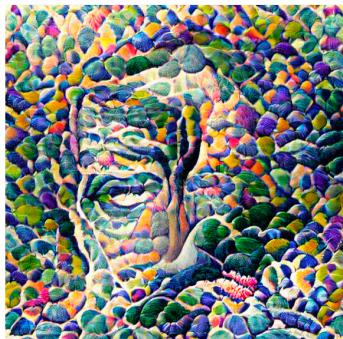
Next creator will bring the names of all the authors into the story

Meta-story 1

Next creator will bring the names of all the authors into the story

Recap 1

Recap the story as if it were the beginning of a new episode.

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Recap the story as if it were the beginning of a new episode.

Accelerando 2

The present story must make the story speed up, and pass it to another player quickly.

Accelerando 2

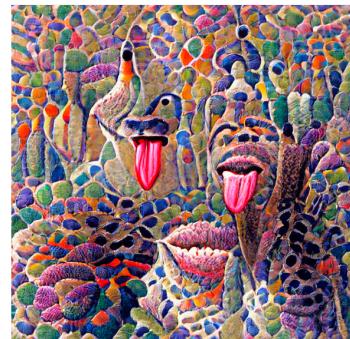
The present story must make the story speed up, and pass it to another player quickly.

Accelerando 2

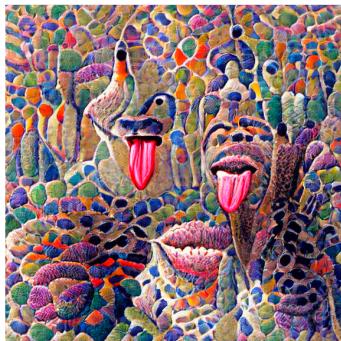
The present story must make the story speed up, and pass it to another player quickly.

Accelerando 2

The present story must make the story speed up, and pass it to another player quickly.

Tongues out 0

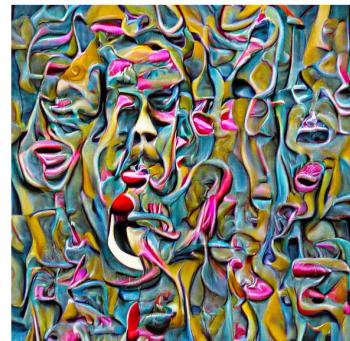
Everyone must, for one full round, tell their story with their tongue out to get their point cards.

Tongues out 0

Everyone must, for one full round, tell their story with their tongue out to get their point cards.

Tongue out 2

The creator must tell their story with their tongue out.

Tongue out 2

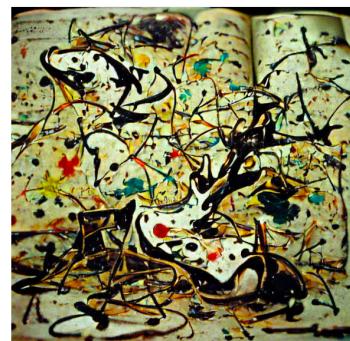
The creator must tell their story with their tongue out.

Accent time 2

The creator must talk with their best or favorite non-standard accent.

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Armageddon 2

Write into the story that the world has ended in some way, and start a new story with seeds from the past.

5 minute timer 0

The story must be wrapped up in 5 minutes or less.

5 minute timer 0

The story must be wrapped up in 5 minutes or less.

Listen 2

The creator must repeat an exact 5 word phrase from the previous creator, otherwise no points can be gained this turn.

Listen 2

The creator must repeat a exact 5 word phrase from the previous creator, otherwise no points can be gained this turn.

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