

# Convos

A conversational card game

# Rulebook



4-6



17+



10 min

# Materials

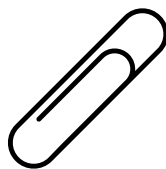
## Message Card *57 cards in total*

These are the main cards of the game. Each *Message Card* contains the beginning and end of a text message. The middle of the text message is up to you and your friends to improvise!



## Chat-Clip

This is the paper clip that holds the *Message Cards* in a *Convo* together. At the beginning of the game, every player is given one *Chat-Clip*.



# Overview

## Objective

The goal of the game is to create several short text conversations between your friends, each telling a story that is small yet funny.

## Setup

Shuffle the deck of *Message Cards* and deal each player a hand of *Message Cards* depending on the following table.

<u>Amount of players</u>	<u><i>Message Cards</i> dealt to each player</u>
<b>4 players</b> .....	<b>5 <i>Message Cards</i></b>
<b>5 players</b> .....	<b>6 <i>Message Cards</i></b>
<b>6 players</b> .....	<b>7 <i>Message Cards</i></b>

The remaining *Message Cards* can be placed in the game box and placed aside for the rest of the game. Once every player has a hand of *Message Cards*, give each player one *Chat-Clip*. Now you're ready to play!

# Gameplay

## To begin...

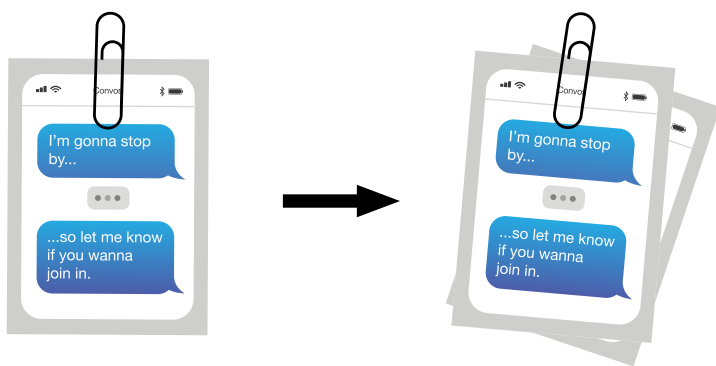
On the first turn, each player picks one of their cards to be the first message in their Convo. Each player applies their Chat-Clip on their selected card, and then places the selected card face-down in front of them. This is now the beginning of that player's Convo. Once every player has placed their new Convo face-down in front of them, each player slides their Convo's to the player on their left.



Select one card from your hand to start your *Convo*.

# Gameplay, cont.

Now, every player picks up the face-down *Convo* in front of them and looks at it without revealing it to the rest of the group. Each player chooses a new *Message Card* from their hand to respond to the *Convo* they were given. That new *Message Card* is added to the back of the *Convo*, bounding the two cards using the *Chat-Clip*. After adding to the *Convo*, every player places their *Convo* face-down on the table and passes it their left. Continue repeating this process of adding to each other's *Convos* and passing them to the left until a full-turn cycle has happened and everyone has the *Convo* that they started. At this point, every player should be left with a single *Message Card* in their hand, which is added to the back of the *Convo* as the final message.



The next player adds one card from their hand to the back of your *Convo*.

# Gameplay, cont.

At this point, every player should have a *Convo* that contains exactly one *Message Card* from every player. Let everyone examine their *Convos* and then pick one player to start revealing their *Convo*. That player reveals their *Convos* to the group, one message at a time, filling in the gaps between each *Message Card* with whatever story they wish.

Because the *Convos* have been passed circularly around the table, players are recommended to announce who sent each message (for example, "Brady messaged to the group-chat..."). Get creative and funny while making up the story; that is the whole point of the game! Repeat this process by going around the circle and have each player reveal the story of their *Convo*. The game ends once every player has revealed their *Convo*!