

Game play



3-6



30 MINS
ALL NIGHT



Set up

Shuffle cards.
Place face down in center.
Each player gets 6 tokens.

Goal

Get rid of all tokens
or collect 3 archetypes.



A round

Dealer *plays* or *discards* a card

playing a card

- Players opt in or fold**.
- Players share for 2 mins.
- Vote for the best story.
- Winner gets card, tosses tokens, is new dealer.

discarding a card

- Dealer places discarded card face up on table.
- Players have 5 seconds to steal* or the card closes.
- Dealer draws new card OR if card is successfully stolen: thief is new dealer.

Repeat!

*Stealing

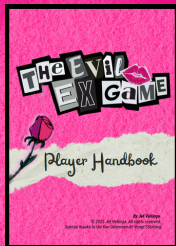
A thief may try to steal a discarded card by placing a token and narrating. However, other players can challenge them afterwards. A vote determines if a challenge is successful. Winner gets card & is new dealer, loser gets all tokens.

Challenges can stack!

**Gossip

Spread gossip about another player. Folders may try to predict someone else's story by writing it down/telling another folder. Guessed correctly? They may discard tokens too!

Beware, spreading lies has consequences!



see handbook for
more <3