

## Rules

Recommended Players: 3-5

Recommended Rounds: Players +1

### Win Condition:

Players agree on a round count.

After turns are up, the player with the most end phrase cards wins.

### End Phrase Cards:

This card is placed before the round begins.

All players must end their performance with that end phrase, relating it to their story.

### Story Card:

The performer must present the story on their card, modifying it how they see fit, while still fitting within the prompt.

### Condition Cards:

This gives instructions on how the opponent must perform their story.

Some condition cards are applied only after the story is revealed.

### Each Round:

Players should have five cards at the beginning of each round. Three conditional cards, and two-story cards.

Players choose opponent(s) to apply two face-down conditional cards.

Players choose their story card, and they must perform that story given the condition(s) applied to them.

Each player then takes turns performing their story, with their conditions. Player with least conditions starts first, then future rounds the player that won goes first.

Their story must end with the end phrase card.

After all players perform, a vote is taken to give the end phrase card to the player that has the most votes.

### Additional Rules:

Players cannot vote for their own performance, unless they need a tie breaker.

Performers can bring in an extra player to help them perform. Once a player is brought into the performance, they are allowed to participate however much they see fit, they cannot be unsummoned. Players cannot join performance without permission.

Limit of THREE conditions applied to one player, excluding conditions that are applied after story is revealed.

## **CREDIT**

**Max and Geo** – Game designers, balancers, etc. Did roughly equal work.

### **Play Testers:**

Jakob – Didn't do anything (he did a lot but that's what he requested we write down).

Jake – Resident loser.

Conner – Another play tester.

**Story Cards (Total: 18):**

- Improvise a story!
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- You're complaining about something to your boss.
- You're a news reporter telling a story.
- A customer has asked you to speak with the manager.
- The receptionist tells you the sale ended yesterday.
- Someone is using the leg machine at the gym but won't give it up.
- A creepy old man revealed to you that you are the chosen one.
- Someone asked you for your autograph.
- You're ordering your favorite food off of the menu.
- You go to the store to purchase something.
- You order a pizza for the group, but nobody can decide on what toppings to get.
- A large group of your friends and family gathered for intervention.
- I got home tired after a long day of work. And what I saw shocked me to my core...
- I tried to sleep, but I kept hearing knocking on my door.

**Condition Cards (Total: 50):**

- Speak in short breaths.
- Speak or act like a robot.
- Prolong your S's like thisssss.
- Sniffle periodically during your story.
- Periodically say uhhh after each sentence.
- Grrr periodically throughout your story.
- You must whisper while telling your story.
- You are in pain, you must grimace and groan between each sentence
- Sing at any time during your story.
- Make it known to everyone that you are sleepy while telling your story.
- Anytime you explain a concept ask someone if they get it.
- Your tongue is stuck to the roof of your mouth.
- Smack your lips after every sentence.
- Your story is very funny to you, giggle every now and then.
- Your voice is stuck in a high pitch.
- Pitch your story with a lot of energy (caffeinated, if you will).
- Talk to yourself like a madman throughout your story.
- Make raspberry noises periodically.
- Say your story in a whiny tone.
- You're clearly annoyed with the events in the story.
- You beatbox periodically.
- Perform the story like you're setting up for a musical.
- Sigh periodically throughout the story.
- Tell the story like it's a horrifying experience.
- ACCENT - Recall the story like a gruff, war veteran.
- ACCENT - Use your best Boston accent.
- ACCENT - Use your best Brit' 'ish accent.
- ACCENT - Arr, apply ye best Pirate accent.

- ACCENT - SCO' 'ISH!
- ACCENT - Like, talk like a valley girl, BECKY!
- ACCENT - Oi Mate, it's Australian time.
- ACCENT - In a world, where perform with your BEST MOVIE TRAILER VOICE.
- Improvise or duplicate a condition to performer or story (Play it after story is revealed).
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- Make the performer pull someone else in. (Play it during a story).
- Make the performer pull someone else in. (Play it during a story).
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- Your story gets interrupted by a phone call. (Play it during story).
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### Condition Cards (Total: 15):

- I hardly know her!
- What's the deal with \_\_\_\_!?
- And that's why I never \_\_\_\_\_.
- And that's why I never \_\_\_\_\_ with \_\_\_\_\_.
- Am I right or am I right?
- When are we gonna get some \_\_\_\_\_ up in here?!
- And then everybody clapped.
- I guess that's just how the cookie crumbles.
- \_\_\_\_, Happily every after.
- Truth is, I was the victim.
- What a load of \_\_\_\_!
- And that's how I met \_\_\_\_.
- In the end, I felt \_\_\_\_ was \_\_\_\_.
- And that's why they call me \_\_\_\_\_.
- It was me! I was \_\_\_\_!

### Card Backs

