

HELP! LOL - Player Helper Guide

(For the host to guide the table during play)

Before the Game Starts

“This is a semi-cooperative party game.
We win or lose together as a group, but only one person wins individually.
Helping is necessary - but helping too much is dangerous.”

At the Start of Each Round

“New Crisis. Check the Need and any special rule on the card.”

Secret Choice Reminder

“Everyone secretly choose HELP or LAY LOW.
No talking.”

Guessing Phase Reminder

“Now you may DENY, CLAIM, or PASS.”

“Remember the limits:
If you DENY or CLAIM, you cannot do it next round.
If you are DENIED or CLAIMED this round, you cannot DENY or CLAIM this round.”

Reveal Reminder

“Reveal HELP / LAY LOW together.”

Global Check

“Is it ALL HELP?”

- If yes:
 - “No Progress this round. Shared Stress +1.” proceed to the next round.
- Others: Continue to resolve below

Resolving DENY

“DENY only works if the target HELPED.
If the Crisis fails, DENY does nothing.
DENY never adds Stress.”

Resolving CLAIM

“If the target HELPED, and the crisis success, take half (rounded up) progress from target
If the target didn't help, Shared Stress +1.
If the Crisis fails, no Progress is taken - but wrong CLAIM still adds Stress.”

Crisis Resolution

“Did we meet the Need?”
If SUCCESS:
“We gain Progress for this round.”
If FAIL:
“No Progress. Reduce Stability as shown on the card.”

Progress Reminder

“Progress increases every round: Round 1 is 1, Round 2 is 2, up to Round 5.”

Stress Reminder

“Shared Stress max is 2.
If it ever reaches 3, reset it to 0 and reduce Stability by 1.”

Stability Warning

If Stability reaches 0, the game ends and everyone loses.”

End of Game

“After Round 5, if Stability is still above 0,
the player with the most Progress wins.”

Tone Reminder

“This is a party game.
Bluffing, guilt, and chaos are part of the experience.
There is no ‘perfect’ play.”