

# INSTRUCTION SHEET

This is a convo-driven game that uses your life stories to fill in the blank. The whole point of this game is to stir conversation and bonding over

## What You Need

3+ Players {Pen & Paper each}  
Deck  
Timer (30s or 60s)

## Ending The Game

Standard game: 10 Rounds.  
Person with most cards wins.

Timed game: play for 30 minutes.  
Person with most cards wins.

Long game: First to 5 cards wins.

## Setup

You may Pass on any prompt.  
Draw a new card. No penalty.

Answers must be true, 7+ words,  
and on time. Late or too short =  
doesn't count this round.

Be kind. One speaker at a time.  
Listen to each other.

### Tie-Breaker

If there's a tie, the tied players do a new quick round with a new card. Only the tied players answer. The group votes (no self-votes). The tie-breaker winner gets the original card.

## How a Round Works

**1. Draw & Read** – The Host draws the top card, flips it, and reads the category (shown in the corner) and the prompt out loud.

**2. Write** – Everyone, including the Host, writes a **true story from their life**.

Must be at least 7 words.

Must be finished **before the timer ends**.

**3. Share** – Players read their answers starting with the person clockwise of the Host, then continue clockwise around the table. The Host reads last.

**4. Vote** – The group votes for the winner of the round (funniest, most inspiring, most vivid—your choice).

No one may vote for themselves.

**5. Point** – The winner **keeps the card**. That card = 1 point.

**Next Round** – The next player clockwise becomes the new Host.