

Something Rulebook

Materials:

- Required
 - Playing Cards
 - Writing Utensil
 - 3+ Players
- Provided
 - Double Sided Playing Card Printout
 - Rulebook w/ Instructions
- Recommended
 - Small sand timer or digital timer

Estimated Playtime: 15min+

Target Audience: Ages 5+

Setup: You will need the deck face down, at least 1 writing utensil, and preferably a flat surface to play on.

How To Play:

- The game consists of several rounds.
- Each player takes their turn in clockwise order from the starting player.
- The round begins with the starting player taking a card from the deck and flipping it over.
- If the card is instant, the effects take place immediately on the current round. And the player flips another card.
- If the card is cast, the player who drew it holds the card until they choose to play it (based on the cards content). The player flips the next card
- If the card is an item, the round starts with player who flipped the card.
- The starting player will provide an example of something that matches the card.
- The rest of the group will vote on whether the answer is acceptable.
- If the group accepts the answer, the next player in clockwise order will provide an example, and so on.
- If the group doesn't accept your answer, or they decide that you are taking too long to answer (based on the timer or group vote) then you are out for that round
- Play continues until a single player remains. That player will receive the card and the points on it.
- The game runs until predesignated number of rounds determined by the players (10 is standard), a predetermined score limit (3 is standard)
- The player with the most points at the end of the game wins.

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