

Rules

- Separate helper words (White backed Cards)
- Deal 7 cards to each player
- Turn phases

1. **State the SentTense**

- Read the current SentTense out loud as it was played.
- If you fail to read the SentTense draw 3 and your turn ends.
- If the wrong SentTense was read it now becomes the current SentTense

2. **Decide on completeness**

- If the SentTense is a complete sentence you must choose to either
 - Scrap the SentTense and start a new SentTense
 - Extend the current SentTense
 - If you extend the sentence it must still be a logical sentence fragment that is either complete or easily completed

3. **Play**

- Play one card from your hand per round
 - you may place up to 2 helper cards before you play your main word
 - you cannot place helper words after you play your main word
- When you have one card left State "Last Word"
- Failure to do so results in having to draw 3 cards
- First person to run out of cards wins