

Five-Card Fictions Guide

By Ewen Cluney

1-5 Players

1-30 Minutes

Five-card fictions decks give you a set of 52 cards that tell stories through endless combinations. Play alone or with friends, letting strange little stories unfold. Here are some different ways to play:

Basic Fictions

Take out the beginning and end cards, and shuffle the rest of the deck. Lay out 5 or so cards between the beginning and end cards, and read them in order.

Custom Fictions

Place one card at random in a specific place. Then draw 4 more cards, and place them in whatever order you find satisfying.

Fiction Map

Lay out a 5x5 grid of cards. Trace a path from one side to the other in whatever way you feel gives you a satisfying story.

Group Fictions

Deal 5 cards to each player. Each player takes turns placing cards until you have a complete story.

Fictions to Fictions

The game is played in rounds. Each round one player is the Judge. The other players each give the Judge one card face-down, which is their suggestion for what will be the next part of the story. The Judge chooses one, and the player who gave that card earns a point. After that, the next player is the Judge, until you reach the length you've settled on. Whoever has the most points when the story ends is the winner.

Five-Card Fictions Vol. I: Miyuki Days

Miyuki Kobayakawa is a shy, modest Japanese schoolgirl. There's another girl named Karin who's kind of mean to her, and a teacher named Mihama-sensei who is strict but kind.

Take out the beginning and ending and ending cards (and this cover card), and shuffle the remaining 50 cards. Draw 5 or so cards, and put them between the beginning and ending cards. Read them in order to discover a story. Rearrange them if you think the story your shuffling created is inadequate.

Alternately, get some friends, shuffle the cards, give each a hand of 6 cards, and take turns playing cards to make a story together.

Credits

Designed by Ewen Cluney

Miyuki pixel art by xxnashxx.deviantart.com

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