

# Five-Card Fictions Guide

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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.