

Set up

1. Shuffle the genre cards together, then draw two. Lay the other cards face down like this:



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2. Shuffle the main deck, deal five cards to all players. Players then split up into hit or flop teams.

3. Show the two genre cards, so players can vote on the genre. Lay the unused card beneath it.

4. All players then show a card, the player with the highest card goes first. These cards are discarded. If more than one player has the high card, play another card until only one person has the high card.

5. The player with the highest card goes first, then the player to their left. The cards should be laid out like this:

Scene deck



Discard pile

Score area



Genre



Playing the game

Your turn

On your turn, you can play a scene card, or two scene cards, using the second card for its point value.

*One card style:
use the text and the
point value.*



~ or ~



*Two card style:
use the text of one card
and the point value
of the other.*

Use the text on the first scene card to either describe a scene, character, or to use as dialogue. You can do this with a three sentence structure, like this:

"There was a man in the shadow.
Who began to pull a weapon.
He didn't mean for it to slip (card text)."

"The beasts arms were too short.
It wasn't going to rub itself (card text).
And neither were our heroes."

If you aren't interrupted, or you are, but have a higher point value, you win that hand. The winning team covers the losing teams hit/flop card with theirs. When all cards are covered, tally which team had more points for the win. The losing team drinks again at the end of the game.

Interrupts

Another player from the opposing team may extend your scene, playing their own card. They must use the point value on their card, and use the text on their scene card to either describe a scene, character, or to use as dialogue. They will use the same three sentence structure as shown above. If their total is higher than yours, they win. Your team must drink.

Assists

Players can assist team mates in a scene by playing a scene card, for its point value only. This cards point value is added to the main players totals. Only one player can assist another player at any one time.

Rules

You can play a rule at any point during the game.
The rule take immediate effect. The card is then discarded.



*This is the
rule area.*

Drawing cards

At the end of every turn, every player draws cards until everyone has five in their hand. If you are playing with a lot of people, you can play with four, or three cards each. When the scene deck is exhausted, shuffle the discard deck, making it the new scene deck.

The odd man

If you have an odd number of players, the odd person is a free agent. They must declare what side they are playing for at the beginning of each of their turns. The free agent shares in all the drinking duties with that team until their next turn, when they can switch sides if they want.