



**THE OUTRAGEOUS CARD GAME
ABOUT ABSURD SITUATIONS.**

 3-8

 17+

 30-90

100

100

100


300



SET UP

Place the decks of cards face down in the following order:



Then, place the  deck face down on the table. So it is easier for all players to reach, split it into several smaller decks.

Each player draws 5  for their hand. You may look at your hand, but don't show anyone else your cards.

To decide who goes first, each player draws a .

Whichever player most closely resembles the character on their card goes first and must now be called **Teller of Tales** until their turn is over.

Example:

Your tall nerdy friend draws

 **A giant robot**

Well, it seems more accurate than the card you drew. Looks like they're going first.

PLAY

The first player to win 5  wins the game.

On each turn, **Teller of Tales** draws a new scenario. Other players respond with their best card. Then, **Teller of Tales** chooses their favorite response and awards the  to the winner.

To play a round, follow these 7 steps:

1. **Teller of Tales** says “So here’s the scenario...”.


2. **Teller of Tales** draws one card from each colorful deck, placing them face up on the table. They read the cards as they are drawn. Together, the 3 cards will make one complete sentence.

Example:

 **Your boss**
 **traps you in a hot air balloon with**
 **a cluster of land mines**

3. Each player responds to the situation by choosing a card from their hand and placing it face down on the table. After playing a card, players should draw another . All players should always have 5 .


4. Once everyone has played a , **Teller of Tales** collects and shuffles these cards before reading them out loud.

5. **Teller of Tales** chooses their favorite response. The player of the winning card collects the . Do not discard it. Instead, proudly display the spoils and gather jealous looks.

6. Discard the   .


7. The player to the left of the current **Teller of Tales** becomes the new **Teller of Tales**.

OTHER

At any point in the game, a player may discard all of their  and draw 5 new cards. Each player may only do this once per game.

Some special  require **Teller of Tales** to draw a  or  in order to finish the response.

Example:

 I shout, “For all your troubles!” as I throw .




Teller of Tales draws a  and reads it out loud to finish the sentence. This is what you end up with:

I shout, “For all your troubles!” as I throw **liquid hot magma.**

ALTERNATE RULES

A word to the wise: these variants may provide higher quality scenario combinations, but your games might take a wee bit longer.

Alternate 1: It Takes Two to Tango

Teller of Tales draws 2 of each    and picks their favorites, creating just one beautifully outrageous scenario, which is then read out loud.

Recycle unused colorful cards to the bottom of their deck. The rest of the game is the same.

Alternate 2: Colors Only

Do not use  at all.

Each player’s hand consists of 3  and 3  at all times.

Teller of Tales draws a  and reads it out loud. Each player plays a  and also a  face down to complete the scenario as best they can. Do not shuffle any cards.

Teller of Tales picks the best full scenario combination. Whoever played the winning combo keeps the . First to 5  wins.