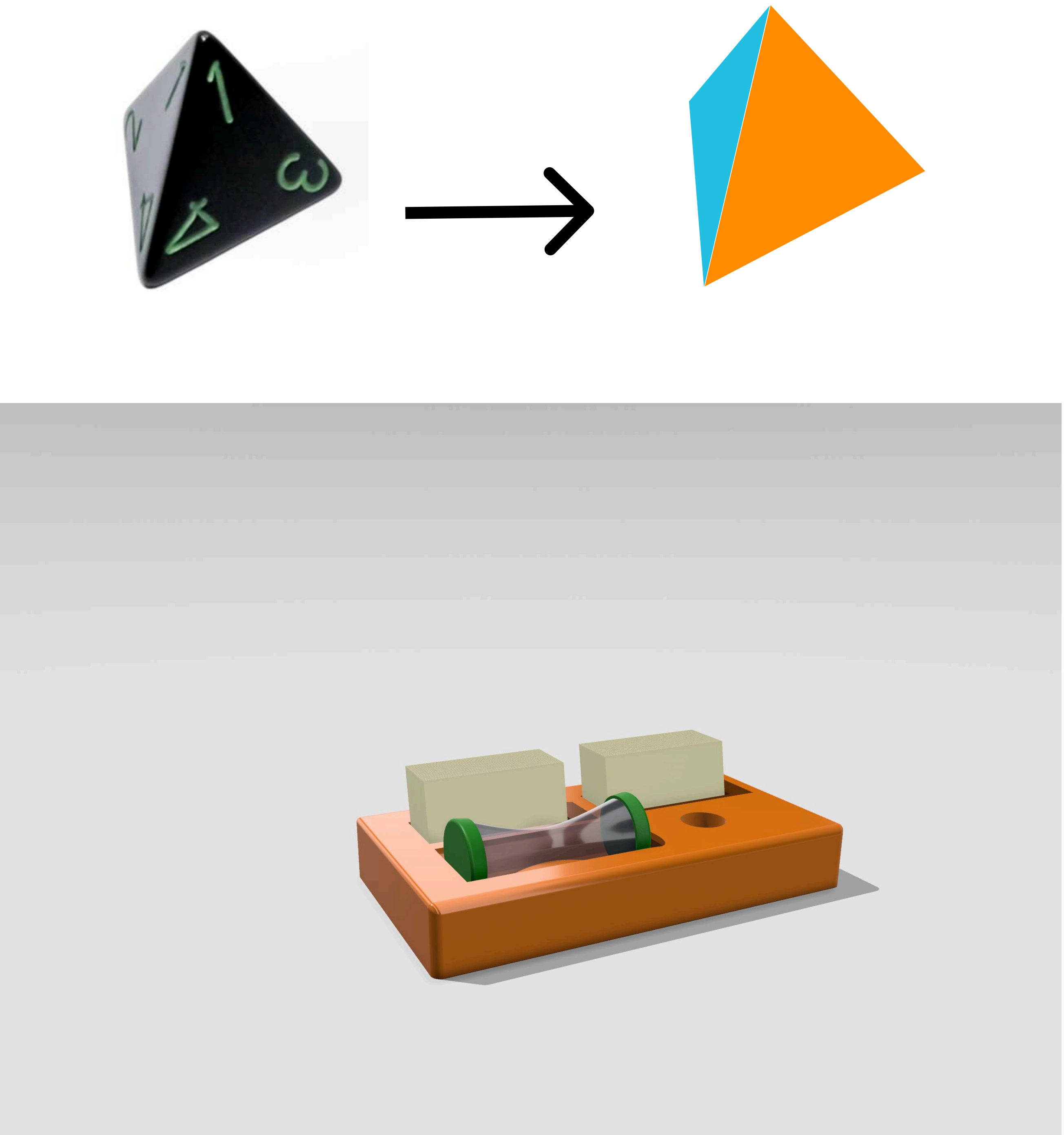
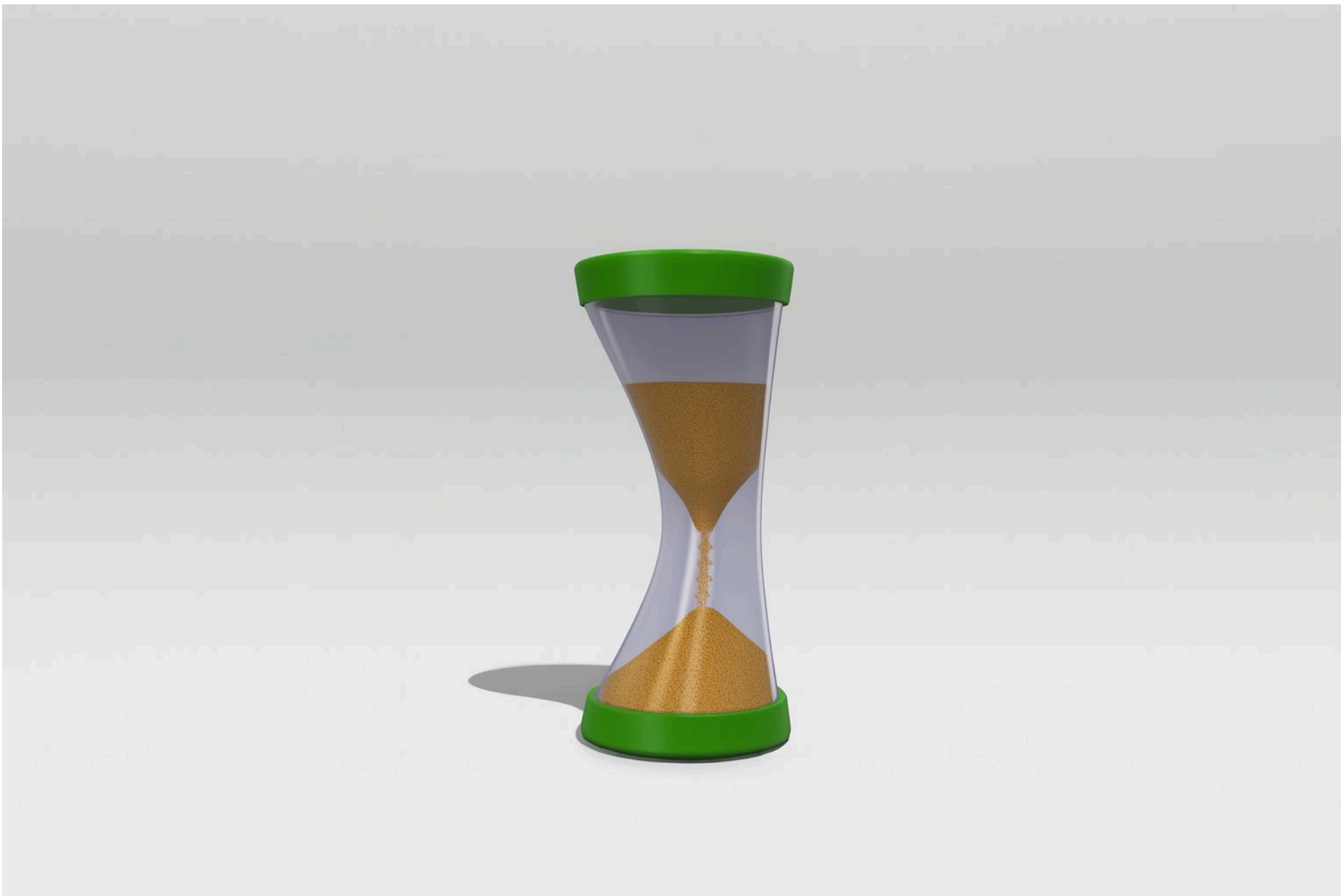
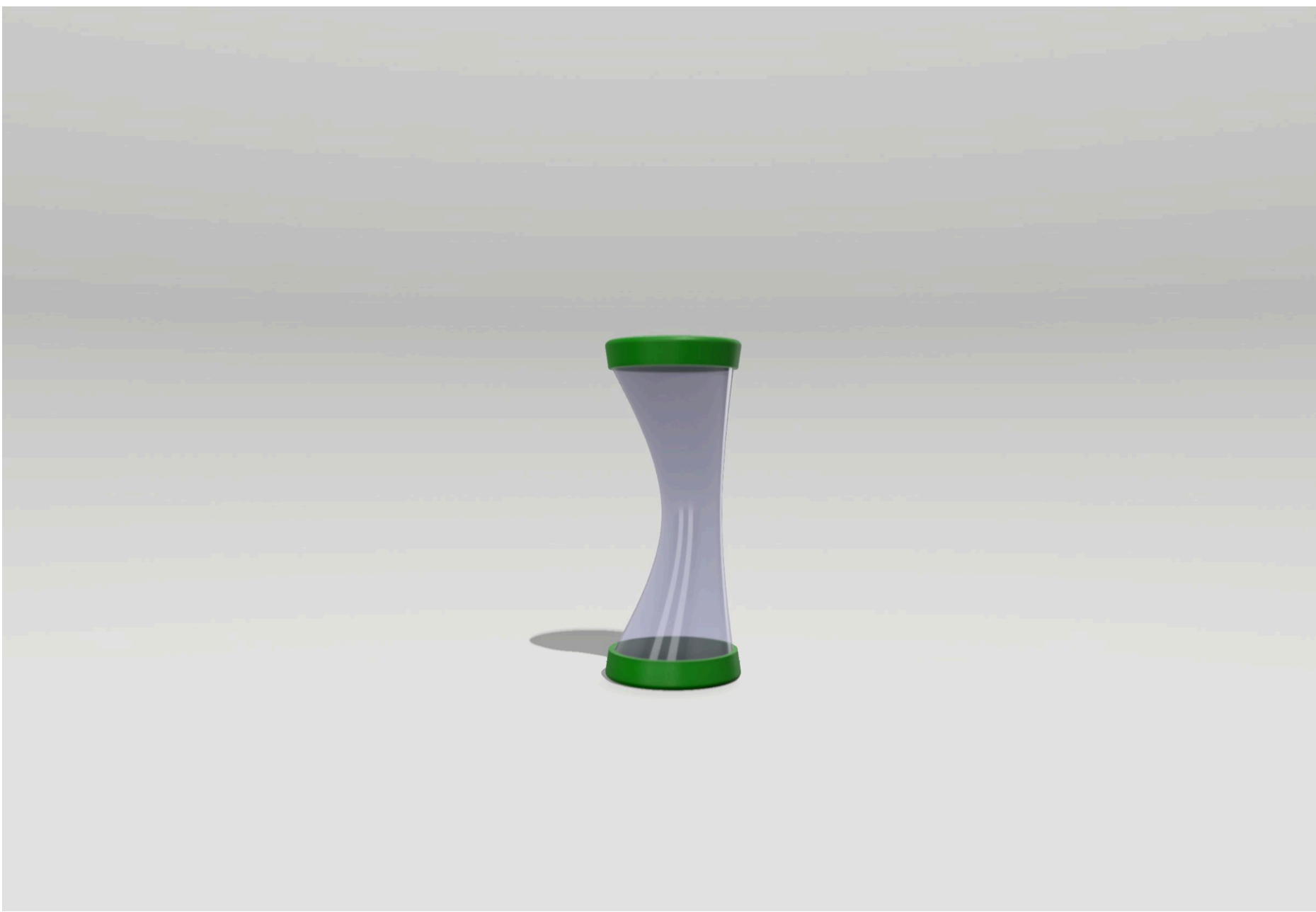


Card Game

Components
deck, a dice, and an hourglass.

Game Description
Dice have four faces, and these faces determine the style of the cards in the deck. The cards are divided into four groups. After the dice are rolled, a card is drawn. The prompt on the card is applied for the hourglass duration. Then, the card is placed in the area in front of the player. Each turn, a card is added to the next card, attempting to create the longest pattern without breaking it. The point system is based on the number of elements (by color) in the patterns, which determines the card's score. This is how a winner emerges.

color palette



Prompt Examples



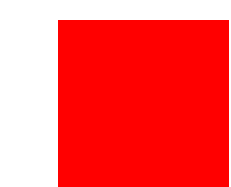
ACTION



MEMORY



CHOICE



WILD

“Show us an object around you that means something to you and explain why.”
“Describe a scene using only gestures or sound, others must guess the moment.”

“Share a small memory that always makes you smile.”
“What is something you loved doing when you were younger?”

“Would you rather relive a day from your past or jump to a day in the future and why?”
“If you had to teach one life lesson to someone younger, which one would you pick?”

“Swap one of your cards with another player, but tell a short story about why.”
“Tell a memory from someone else’s perspective.”

