

What Happens Next?

“What Happens Next” is a competitive story creation game for 2 to 6 players. It should take between 15 to 30 minutes to play, depending on how much you laugh along the way.

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Components

The game consists of:

8 x Character cards

8 x Verb cards

8 x Object cards

8 x Adverb cards

23 x Adjectives cards

4 x Conjunction cards




8 x Location cards

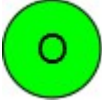

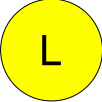
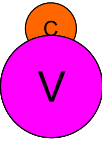
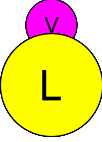
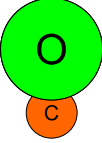
1 x Other cards

Story tokens

You need some table space on which to lay out the stories that are built.

Every card has connector indicators on the upper and lower halves of the card. The connectors indicate which types of cards may follow the card on the table.

Adjective	
Adverb	
Verb	

Object	
Conjunction	
Location	
Conditional Verb	
Conditional Location	
Conditional Object	

Object of the game

Be the first to build a story to completion using the word cards. Larger stories give more points, but might be claimed by some one else first!

Set up

Shuffle the character deck and pick 2 cards + 1 for each player. Put the rest aside.

Each player receives 1 story token.

Shuffle the word deck and deal 4 cards to each player. The player who has told the most unbelievable story gets to go first.

Rules

Place cards to match the symbol on the top of the card to a symbol on the bottom of a card already placed.

When placing an object card on a conjunction, the object becomes a character and can take a verb.
When placing an object on a verb it can take an optional location.

A story is completed when there are no more open adjective or adverb symbols.

The player that completed the story gets one point for every object or character in the story. The character card is set aside and then all the cards are shuffled back into the deck.

The game ends when the last story is completed.

Actions

- Place a card.
- Discard hand and draw 4 new cards.
- Start a new story by spending 1 victory point.
- Play “and that's that” card.

Place a card

You place a card so that one of the top corners connects to one of the bottom corners of a card already on the table. Some cards allow different connection options depending on which card precedes it.

Discard

If your hand does not have any cards you can play, you have the option to discard your hand, draw 4 new cards and shuffle the deck. You do not get to play any cards this turn.

Start a story

You may spend one victory point if you have one, to start a new story. Draw the top card from the Character Deck and place it on the table. You may play a verb on the new Character from your hand if you have one.

Special cards

“and that's that”

Play this card only on a conjunction that has an object after it. The story before the conjunction is closed and you get the score for it and the cards are shuffled back into the deck. It does not have to be complete. The story after the conjunction remains on the table. The conjunction is removed.

Scoring

When you complete a story you get the score for the story. Read the story out loud (with feeling).

You get one point for every noun in the story (Objects and Characters). All the cards except Character cards are shuffled back into the word deck. Any Character cards are set aside.

Game End

The game ends once the last story is completed. The player with the highest score wins.

Character

Alien

Adj

V

Character

Spy

Adj

V

Character

Doctor

Adj

V

Character

Princess

Adj

V

Character

Elf

Adj

V

Character

Robot

Adj

V

Character

Vampire

Adj

V

Character

Dog

Adj

V

V

shoots

C

O

Adv

V

eats

C

O

Adv

V

pushes

C

O

Adv

V

loves

C

O

Adv

V

impales

C

O

Adv

V

kisses

C

O

Adv

V

cuddles

C

O

Adv

V

hates

C

O

Adv

book

cake

gun

flower

diamond

rock

door

pillow

Adv

slowly

Adv

quickly

Adv

slyly

Adv

gently

Adv

angrily

Adv

accidentally

Adv

boldly

Adv

passionately

Adj

happy

Adj

soft

Adj

ugly

Adj

beautiful

Adj

shiny

Adj

dull

Adj

mushy

Adj

brittle

Adj

salty

Adj

sweet

Adj

hard

Adj

sad

Adj

large

Adj

tiny

Adj

springy

Adj

hot

Adj

cold

Adj

sharp

Adj

sleepy

Adj

round

Adj

feisty

Adj

deplorable

Adj

obscure

L

under the sea

Adj

L

on a mountain

Adj

L

in the forest

Adj

L

in space

Adj

L

next to a castle

Adj

L

under a rock

Adj

L

at a concert

Adj

L

in the city

Adj

tree

Adj

V

L

O

C

O

C

V

and that's
that!

but

C

O

because

C

O

and

C

O

despite

C

O