



AND THEN...

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“AND THEN...” IS A CARD GAME ABOUT INVENTING STORIES.
USE THE CARDS IN YOUR HAND TO TELL AN EPIC TALE!

TYPES OF CARDS:

1. **Creature cards:** These cards are animals, people or other mythical beings that you encounter in your story.
2. **Event/Action cards:** These cards help you in creating your story by giving you events and actions to base it around.
3. **Item cards:** These cards are items that should be included in your story.
4. **Question mark cards (QMC):** These are optional cards that when put into play will add 3 QMCs in the above decks. Eg. While you are telling your story when the QMC is played, a card are drawn from the corresponding the deck and instantly used in your story. The QMC introduces a story element you cannot plan for in advance.
5. **Theme cards:** These cards tell you the place or to what event your story are set in.

THE GAME:

1. Deal out the cards, 3 creature cards, 3 event/ action cards and 3 item cards to each player.
2. Each player now looks at their cards and then places them face down on the the table.
3. The first player will start by turning over 4 cards

from the remaining deck consisting of 1 creature card, 1 event card, 1 item card and a theme card.

4. The player will now look at the cards in their hand as well as the ones already in play on the table and have 1 minute to prepare their story.
5. The player will now tell their story to the group.
Eg: How did you get here? What do you do now?

OPTIONAL GAME ELEMENTS:

Winning game: In this mode each player starts with 3 point tokens and at the end of each round they give the player who they deemed to have the best story one of the tokens, at the end of the game the player with the most tokens wins.

Less cards: If you have less time to play or want to have an easier time playing every player can start with 2 cards from each pile.

Upping the difficulty: At the start of each player's turn they roll a die and add the same amount of cards to their hand as shown on the die.

TL;DR: *"And Then..." is a card game about inventing stories. Use the cards in your hand to tell an epic tale!*