

Honesty Hour

Overview

You and your friends have gathered for a meeting to air grievances, but everyone wants to give their friends a chance to apologize for what they've done.

The Wronged Friend tells a story about the circumstances in which they've been wronged while the Guessing Friends use this story to figure out which Wrongdoing their Wronged Friend is upset about.

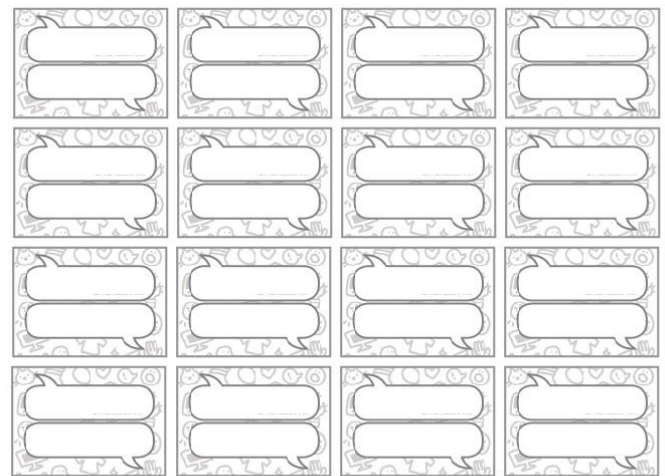
Goal

The goal of the game is to successfully apologize for 5 Wrongdoings. To do this, you must correctly guess the Wronged Friend's Wrongdoing card before they can finish their story/before anyone else.

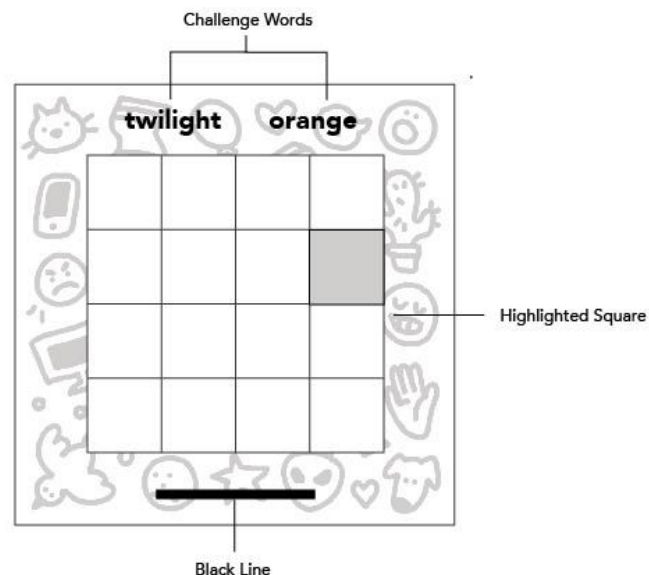
Set-up

Assets

- 32 Wrongdoing cards
 - 24 Grid cards
 - 1 Black Bar
- Shuffle all Wrongdoing cards into a single deck. Draw 16 Wrongdoing cards from the deck and arrange them in a 4 by 4 grid on a table. Place the Black Bar on one side of this grid.
 - Shuffle all Grid cards into a separate deck. Place the grid deck within reach of every player.



Black Bar



Turn Structure

For each round one player takes the role of Wronged Friend, everyone else in the game is trying to guess what exactly the Wronged Friend is upset about.

- The round begins with the Wronged Friend drawing a card from the grid deck and without letting any of the other players see it, reading the information it provides.
- In order to find out which grievance the Wronged Friend is complaining about, the Wronged Friend should line up the Black Line on the card with the Black Bar on the board. The Wrongdoing Card corresponding to the highlighted square in the grid is the grievance the Wronged Friend is complaining about.
- The Wronged friend then begins to tell a story which would **logically** end with the grievance the Wronged Friend is supposed to be complaining about, however the Wronged friend is also trying to weave in the Challenge Words written on the Grid Card they drew.
- If any of the friends guess the grievance before the Wronged Friend is able to weave in the second Challenge Word the friend who correctly guessed the grievance takes the card.
- If the Wronged friend manages to weave in the second word before anyone can guess what they are upset about, the Wronged Friend keeps the card.
- At the end of each round, the friend sitting to the left of the Wronged Friend is now the friend who has been wronged and begins the next round.

Rules

Rules for the Wronged Friend:

1. The story you tell must logically and naturally flow toward the grievance you are complaining about..
2. You can not use one of your Challenge Words in the first sentence of your story.
3. You can not use both of your Challenge Words in the same sentence.
4. After you use your second challenge word you must finish the story by revealing the grievance, and only then are you able to claim the Wrongdoing card.
5. You must tell someone as soon as they guess correctly.

Rules for the Guessing Friends:

1. After guessing, someone else must guess before you can guess again.
2. If two people start their guess at the same time, the Wronged Friend decides which one goes first.

Endgame

The game ends when a player earns 5 Wrongdoing cards.