

# THE RULES...

## QUICK START

- Deal everyone 5 **...Middle...** and 2 **...End** cards.
- Have one person (the **Storyteller**) draw the top 2 **Beginning...** cards, choose 1 to use, read it aloud, and place it on the table to start the **Story**.
- The other players each choose a card from their hand to continue or end the **Story** (**...Middle...** or **...End**). They place it face down in a pile, then draw a new card of their choice.
- The **Storyteller** shuffles the pile, reads each one aloud, picks his favorite, and adds it to the **Story**.
- Players earn 1 point for **...Middle...** cards and 2 points for **...End** cards.
- Repeat steps 3-5 until the **Storyteller** chooses an **...End** card.
- The **Storyteller** role passes to the left.

## SETUP

- Separate and shuffle the cards into three decks by label:
  - Beginning...** – used to start the **Story**
  - ...Middle...** – used to progress the **Story**
  - ...End** – used to end the **Story**
- Deal 5 **...Middle...** cards and 2 **...End** cards face down to each player.
- Fight over who is the drunkest (or the person who got stuck reading the rules). Winner is the first **Storyteller**.
- The soberest person (or the person who cares the most) keeps score.

## PLAY

- The **Storyteller** draws 2 cards from the **Beginning...** deck and chooses his favorite (discarding the other card). Read this card aloud, and lay it face up on the table. This will be the first card of the **Story**.
- For mystery's sake the **Storyteller** averts his eyes while the others players each submit 1 card face down that they think will best progress or end the **Story**. Players draw back to 7 cards from their choice of the **...Middle...** or **...End** deck (does not have to be the same type as the submitted card).

**Bob Lahn's Law** – During play, you will experience an unexplainable phenomenon where the newly drawn card is always a better fit than the card you just played (If Bob Lahn ever sobers up maybe he can explain).

- The **Storyteller** shuffles the submitted cards (to keep the mystery alive) and reads each card aloud.

**Note** – On many cards you will find text in brackets. These words or phrases are optional. As the **Story** progresses the **Storyteller** chooses or even re-chooses which, if any, of these words to use.

- The **Storyteller** chooses which card he feels best continues or ends his **Story** and places it next to the previously played card.
- For those of you who think life is about keeping score, go ahead and give the player that submitted the chosen card 1 point for a **...Middle...** card or 2 points for an **...End** card.

**Note** – For maximum gratification, we recommend recapping a portion of the **Story** along with each new card.

- If an **...End** card is chosen, the **Story** is complete and should be read aloud with passion and gusto. Play continues clockwise, and the next person becomes the new **Storyteller**.
- Repeat until everyone is exhausted from laughing too much. Highest score wins.

**Mulligan** – Once per **Story**, each player may discard any number of cards and draw an equal number of replacement cards from either the **...Middle...** or **...End** deck (replacement cards do not need to come from the same deck).

## Optional Rules

If scoring seems tedious	Ditch this aspect.
If you crave more structure	End the game after everyone has been the <b>Storyteller</b> twice (thrice for a 3-4 player game).
If the <b>Story</b> length is getting unmanageable	Require players to submit only <b>...End</b> cards after 6 <b>...Middle...</b> cards have been played (no one likes the guy who refuses to end his <b>Story</b> ).
If you want to turn the fun up an additional notch (to 11)	Have the <b>Storyteller</b> act out his completed <b>Story</b> .
If playing a 3 player game	Let Bob Lahn play. Add a random <b>...Middle...</b> or <b>...End</b> card from their respective decks each time cards are submitted. Yes, keep his score too (how else can you be embarrassed when he wins).
If you want house rules	Anything goes. Here is a suggestion: The <b>Storyteller</b> may play 2 of the submitted cards back to back. Both players get points.
If you don't like any of the bracketed choices	Let the <b>Storyteller</b> use whatever word fits.
If you want a drinking rule	Our lawyers tell us we cannot encourage drinking. Please note: <b>We do not encourage drinking.</b> Drinking is illegal if you are under 21 or driving. If, however, you choose to ignore this, try having the player whose card is chosen hand out a drink to another player.