

RULES

Materials

Objective Card
Point chips

Players

4-8 players

Set-up

All players sit in a circle. Shuffle the Objective Cards.
Put them in the center Whiteboards

Procedure

To play one round of the game, select the youngest player. This player will go first. Then, the game will rotate counterclockwise to select the next player who hasn't yet gone for the round.

When it is your turn, pick a player that hasn't yet gone. You also must try to choose somebody who you haven't partnered with. This player will be your temporary teammate. Each of you will pick an Objective Card from the top of the deck. Keep your Objective Card hidden from your partner and everybody else.

Set a timer for 1.5 minutes. Act out a scene that takes place at a bar with your partner. No discussion or preparation can be done ahead of time. Your goal is to accomplish your objective with your partner. It is important to note that you cannot explicitly say your objective. For example, if your objective is to elicit a hug from your partner, you cannot explicitly ask for a hug. Feel free to be creative in how you accomplish your objective.

After the 1.5 minutes are over, every other player not in the scene writes a guess of both player's objectives. After everybody is done writing down their guesses, Objective Cards are revealed. One Point Chip is given to each player who guessed both objectives correctly.

Additionally, if both players achieved their objectives, they each get two Point Chips. If one player achieved their objective, both players get one Point Chip.

Now, pick the player who is next counterclockwise who has not yet gone to go next. Do this until everybody has gone once. This marks the end of one round.