

- MARRY
1. A silver fox
  2. Your work crush
  3. That person you left on read!
  4. A SEXY Boi

~~MASH~~

# M.A.S.H.

## Virtual Instructions

Live In

1. Vegas, Baby!
2. your parent's basement
3. The White House
4. A college frat house



AGE / AGE  
17+



2-8  
PLAYERS  
JOUeurs



20  
MINUTES

Knowledge of English Required  
Connaissance de l'anglais nécessaire



**One player must have a physical copy of M.A.S.H. the game to play!**

If you do not have a physical copy of the game:

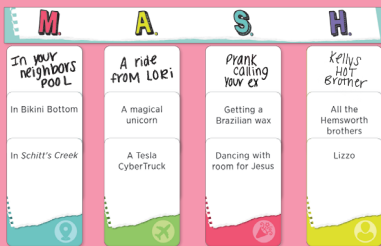
For a limited time, you can download & print FREE content at MASHgame.com

## Setting Up Your Future

- Connect virtually with friends on the platform of your choice.
- The player who owns a physical copy of M.A.S.H. is the **host**!
- The host places the 6 decks of **Fate Cards** within reach.
- The host places the **Mash Banner Board** in front of them.
- Determine who should get their fortune told first, in this case, the player who has had the most recent breakup. This player is known as the **Fortunista**.

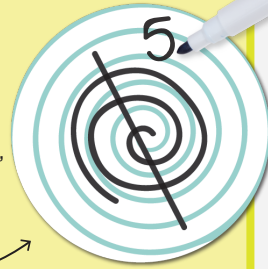
## Let the (Virtual) Game Begin!

- The host will read the scenario and first category aloud.
- The host draws 2 Fate Cards for the first category, reads them out and holds a **vote** among all players.
- The vote could be held by talking, holding up one or two fingers, or with a poll option local to the video call platform.
- Whichever Fate Card gets the most votes is the winner! The winning Fate Card gets placed under the MASH Banner.
- Repeat this step to get a second Fate Card for the category.
- For the third Fate Card in each category, have all players submit a **custom answer**! You could shout out answers or write them down and reveal.
- The host chooses the submission they like best, writes it on one of the dry erase **Mystery Fate Cards** and adds it under the MASH Banner.  
*Suggestion: If the group likes multiple answers, you can add those too!*
- **Repeat** this for each of the remaining categories on the Scenario Card. At the end, there should be **4 columns** with 3 Fate cards under each column.



## The Twist of Fate

- Once all 4 categories have been filled in with 3 Fate Cards, it's time for the twist of fate!
- The **host** will take the **Spiral Dry Erase Card** and begin drawing a spiral on the card until the **Fortunista** says "STOP!"
- Draw a line through the spiral. Count each time the line connects to the spiral, from top to bottom. That's the **fated number**.
- Starting with the top Fate Card in the first column, the host will count each card until they land on the **fated number**! If the column ends, continue counting at the top of the next column.
- Call out the Fate Card that was landed on! Continue the process by starting at '1' with the next card in the column, directly after the card that was just eliminated. Continue eliminating Fate Cards until only one Fate Card remains in each column.



- When the bottom of the 4th column is reached, return to the top of the 1st column.
- When a single Fate Card remains in a column, do not include it in the count. Continue the count with the next column.
- The host will read out the **Final Fate** by reading the Scenario with the blanks filled in by the remaining Fate Cards!
- The host should also record the full fortune somewhere (*suggestion: take a picture*).

## Another Round?

**After the round is over, choose another player to have their fortune told.**

- Draw a new Scenario Card and repeat the process!

## How to Win

When fortunes have been given for all players, the host re-reads or displays the fortunes. Everyone votes on who had the best fortune and they are the winner!