

persist.

THE GAME

Life values



Card actions

1. ACT IT OUT - CARD GOES TO GUESSER & YOU STEAL OR DRAW A CARD

Read the card's life value aloud. Act out the prompt without speaking. The correct guesser places the card in their play zone. You steal a card from anyone else's play zone or draw a new card and immediately place in your play zone without completing card's action.

2. ROADBLOCK - BOTH CARDS GO TO YOU

Read card aloud. Steal a card with the same life value from another player's play zone, and place both cards in your play zone.

3. SHARE - CARD GOES TO YOU

Read card aloud, and answer the prompt. Place card in your play zone.

4. TRIVIA - CARD GOES TO GUESSER OR YOU

Select a guesser. Read the question and multiple choice options aloud. If the guesser selects the correct answer, the card goes in their play zone. If they are incorrect, the card goes in your play zone.

5. TRUTH - CARD GOES TO YOU

Read card aloud. If players agree, they can shout "truth!" When complete, place card in your play zone.

6. WOULD YOU RATHER - CARD GOES TO YOU

Read card aloud. All players answer the prompt. When complete, place card in your play zone.

7. WILD CARD

Read card aloud, and follow the action.

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