In this variant, everyone builds and changes one story in the middle of the table. Players have to focus on how the ideas they swap make stories easier or harder to tell.

Getting Ready

1. Sort the cards into a deck of white Idea Cards and a deck of coloured Awesome Cards.
2. Shuffle the Awesome Card deck and put it on the table upside down so the cards are hidden.
3. Shuffle all the Idea Cards and deal six secret cards to each player.
4. Put what’s left of the Idea Cards upside down on the table so the cards are hidden.
5. Choose a player to be the first Judge. If you can’t decide, whoever is oldest starts as the Judge.

To Play

1. The Judge flips over the top card from the Awesome Card deck and puts it on the table so everyone can see it.
2. Everyone else chooses one of their white Idea Cards to pair up with the Judge’s Awesome Card.
3. Players pass their secret Idea Cards to the Judge.
4. Without looking, the Judge gives the secret cards a quick shuffle.
5. The Judge shows the Idea Cards to everyone and reads them out.
6. Which Idea Card makes the best pair with the Awesome Card? The Judge chooses their favourite.
7. Whoever played that card wins the round! They get one Awesome Point.
8. The Judge puts the Awesome Card and the winning Idea Card in the middle of the table.
9. There can only be three Awesome Card-Idea Card pairs in the middle of the table. If there are three pairs there already, the Judge must make room by removing one of the pairs from the game. They can choose any pair they like.
10. Put used Idea Cards at the bottom of the white Idea Card deck.
11. Everyone except the Judge takes a new Idea Card so they hold six cards.
12. The player who won becomes the new Judge.
13. Return to step one and play another round!

To Win

When a player reaches three Awesome Points they must describe a story that includes all three card pairs in the middle of the table.

If they can, they win!

If they can’t describe a story, they lose a point and the game continues!