



**WORLDS
OUT LOUD!**

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How To Start

WORLDS OUT LOUD! is a game of creativity, strategy, and improvisation.

It is played with 4 or 5 players ideally but can be played with anywhere from 2-6 players.

Every player must create their own deck that consists of at least 30 cards. The cards can feature any person, place, thing, or action that the player can imagine. Every card needs to comprise of:

A Title, An Illustration, and a Question and Answer related to the subject of the card.

The card's Question will work as the problem the next player has to solve, and the Answer is how they will solve it. They must both be only one sentence in length.

The Question must be open-ended and broad, and the Answer must be specific. No duplicate cards are allowed in a deck.

Every deck with these requirements is a valid deck, but other criteria may be placed on the contents of the cards based on the group consensus.

GAMEPLAY

How to win: The player who plays all of their cards first wins.

Every player must be facing each other with their decks in their hands or in front of them to start the game. The first player will scroll through their deck and pull a card of their choosing. They will place the card in the center of the playing area and give a general description of the setting to start based on that card. The first card's Answer has no effect, but its Question starts the game. The second player has to place a card from their deck with an Answer that connects to the previous card's Question, either directly or cleverly.

The second player has to give an explanation to ***Bridge The Gap*** between the previous card's Question and their card's Answer. As long as the majority of players agree with the connection, the play is valid, and it moves on to the next player.

Every card will be placed in the center while being played, and left out long enough for the next player to place their card. After which, the used card has been played, and now goes into the player's ***Discard Pile***.

A player's Discard Pile sits off to the side of them face-down.

BRIDGING THE GAP

Explanations can go from a light connection to a more in-depth connection, adding slightly more context to really make it work.

If the player has more than one card and cannot successfully Bridge The Gap, or if they choose not to place a card, the player who placed the previous card can say "Out Loud!" and start an *Out Loud! Session*.

If a player needs to add too much new information/more information than what is reasonably stated or inferred from both cards to make the connection work, the previous player can say:

"RETCON!"

At this point, all players will vote on if they believe it was a Retcon. If not, the play goes through. If yes, the current player will have to either not play their card and subject themselves to an Out Loud! Session, or they can continue to place the card, but their next turn is skipped.

OUT LOUD! SESSIONS

During an "Out Loud!" Session, the current player has to defend from an improvised Question from the previous player. The improvised Question must be original, and not on any card previously placed. The Question must still be open-ended, but it must coincide with the general theme of the current player's Deck.

The current player can go through their Deck and pick any card to answer the Question. The Retcon Penalty does not apply here. If the player still chooses not to place a card, or does not provide a valid connection based on group consensus, they are eliminated. If they succeed, the chosen card is played and the game continues.

ENDGAME

When a player plays their second-to-last card, and there are still other players not eliminated, every other player can yell "Out Loud!" to start an Out Loud! Session using that player's final card. This must be stated as the penultimate card leaves the player's hand, and before the player Bridges The Gap. If even one remaining opponent doesn't say "Out Loud!" with everyone else, they cannot start the session, and the play continues.

If a player has one card left and cannot Bridge The Gap from the previous player's card, they must pick up their entire Discard Pile, including their last card, and use it as their remaining cards for a ***"Show-Off!" Session***.

When there is only one player left due to eliminations, they still have to play all of their remaining cards to win. This also begins a "Show-Off!" Session for that player, but only with the cards left in their hand.

SHOW-OFF! SESSIONS

During a "Show Off!" Session, the final player must play their remaining cards atop each other in a convincing way and explain it as a solid story using the Questions and Answers. This is where it pays to have general synergy in your deck. If the player does this task successfully, they have played all of their cards first and thus they win the game. If they fail and cannot Bridge The Gap successfully, the majority of other players can shout: "Wack!"

This causes a session where the final player must pick any other player to go against in a Stand-Off! Session.

STAND-OFF! SESSIONS

In this session, both players collect their full decks and switch them with each other. They shuffle them thoroughly face-down. Players must then draw a single card from the top of the deck they shuffled, and place it face-up on the table.

Once both cards are placed face-up on the table, each player has one turn to Bridge The Gap between the Answer on the card they just pulled, and the Question on their opponent's card. Once they have both spoken their piece, all other players must decide which explanation was better. Whichever one is deemed as better, places their card, and wins the game.

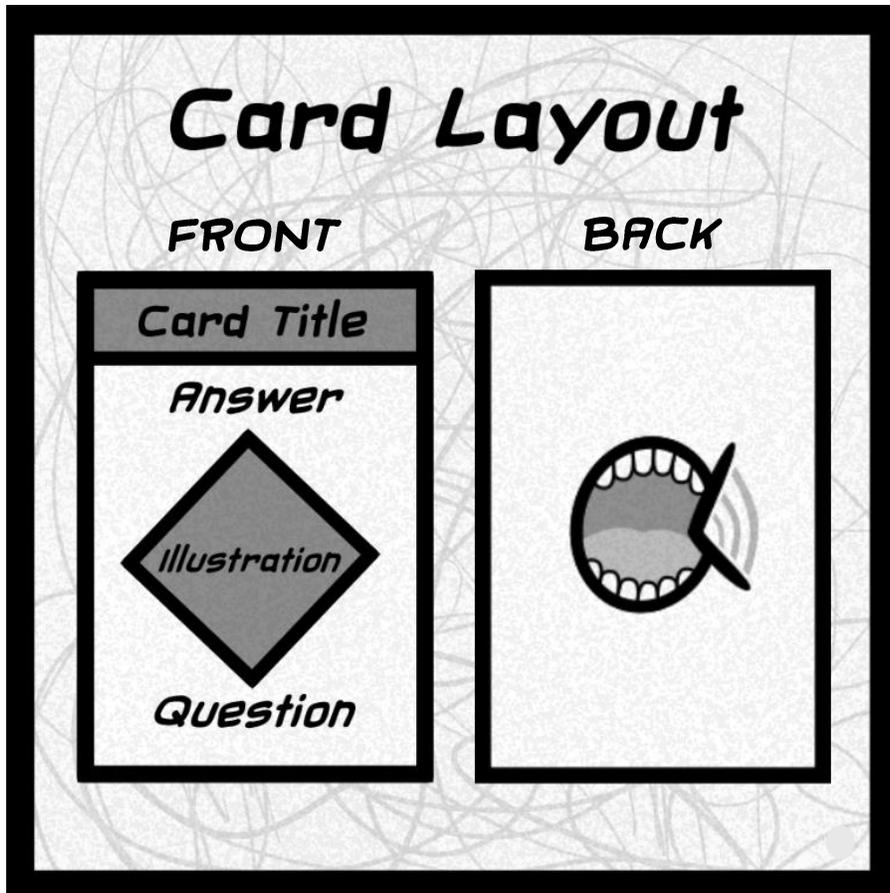
For both Show-Off! Sessions, and Stand-Off! Sessions, the Retcon penalty does not apply, though adding more context could cause your connection to be deemed too weak on its own.

BUILDING YOUR DECK

When building your deck, think of it as building your own world or kingdom. Create cards that all fit within the same general theme and setting. Whether you're running an Army Deck and have 30+ Soldiers or Weapons with unique Questions and Answers, or You have a Food Deck with different snacks and cuisines. Make sure your Deck can tell a story on its own. For every one type of Question, try to have multiple answers in your own Deck that could fit. You can make as many Decks as you want.

The limit is your own imagination.

No AI Generated imagery is allowed for card drawings. The art does not have to be perfect, so use artistic and creative means to achieve your desired card art.



Optional Deck Building Tips

Here is a suggestion for creating your required 30 cards.

Start with 5 cards, each answering and asking one of the following types of questions:

WHO? WHAT? WHERE? WHEN? WHY?

Try to have the Question type differ from the Answer type for each card. So, if the card's Answer refers to a "Who", have its Question be any other type, such as a "What" Question. Make sure all five types of Questions and Answers are accounted for.

From there, create another 5 cards with the same goal, making sure they are unique from the original 5.

This gets you 10 cards.

Now, Make 2 additional variations for each of those 10 cards. These variations should be different enough in your setting to not be identical, but functionally able to serve a similar purpose with their Questions and Answers.

That gives you 20 more cards. Add the 10 you already have, and it comes up to an even 30.

Again, this is only a suggestion. Build your Deck in whatever way is the most fun for you!

EXAMPLE ROUND

Wandering Wonder

Answer: Getting lost in the hunger for knowledge.



Question: What can satisfy the wanderer's hunger?

Sandwich O' Fulfillment

Answer: With a sandwich that fulfills whoever eats it.



Question: How would you wash down the Sandwich O' Fulfillment

A Cold Glass of Milk

Answer: A cold glass of milk.



Question: What is more suspicious than a cold glass of milk?

Twister's Mask

Answer: A sentient mask that strengthens and controls its host.



Question: How can you get the mask to leave its host?

Countdown to Destruction

Answer: A countdown alerting those nearby to avoid destruction.



Question: How can one get to safety before time runs out?