

Now What?

Senseless Solutions to
Strange Situations™ GAME

RULES

Contents

100 Dilemma Cards, 100 2-Sided Item Cards,
32 Chips (4 of Each Color)

Object

Be the first player to collect 10 Item Cards.

Now What?

Players make up stories to solve outlandish Dilemmas by using an assortment of everyday things. The goal is to pick Items that no other player will select. Solutions can be totally serious or absolutely senseless! And they don't have to be physically possible!

Set-Up

- Each player picks a Set of Chips. Place one Chip in front of you, so everyone knows what color you have. You'll use the rest later to mark Item Cards.
- Each player needs paper and pencil.
- Place Item Cards face-up in the middle of the playing area. The number depends on how many people are playing.
 - 3 Players9 Item Cards
 - 4 to 6 Players 12 Item Cards
 - 7 to 8 Players 16 Item Cards
- Stack the Dilemma Cards face-down within everyone's reach.

Play

- The youngest player starts by drawing the top Dilemma Card and reading it out loud.
- All players now think of a solution to the Dilemma using 3 of the Item Cards. Then they secretly write those Items on their paper, so they will remember what they selected when they tell their story.
- Remember that the stories don't have to make sense. Just try to pick Items that no other player chooses.
- When everyone is done writing, it's story time! The player to the left of the reader starts, and the storytelling continues clockwise.
- As you tell your story and reveal what you would use to solve the Dilemma, mark each Item Card with one of your Chips.
- After all players have told their stories, place Item Cards with multiple Chips in a discard pile. Return the Chips on those Cards to the players.
- If your Chip is the only one on an Item Card, you keep it!
- Item Cards that no one used remain in play, and new Item Cards are drawn to replace the used ones.
- Players continue drawing and reading Dilemmas, moving in a clockwise direction.

Winning

The first player to collect 10 Item Cards wins.



We want your comments about our games, puzzles, and toys. Contact us at:

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