



Ask this card a yes or no question, then throw it in the air. If it lands text side down, that's a "Yes." Otherwise, "No." If the card's answer invites further yes or no questions, ask those too, and keep flipping, until you can think of no more related questions, or until the card's answers contradict themselves, or until this card just tells a straight lie. The total number of questions you asked is your score, and if your score is lower than fifteen, you lose.

Round 5
Godahl

For a group of friends and a kitchen timer. Place this card at the center of a table between all players, and set the kitchen timer for 5 minutes. Converse with your friends, but don't touch this card. Once the timer goes off, the first player to pick up this card wins, and may pick a new subject for everyone to talk about for the next five minutes.

Round 5
Godahl

Tell a story to your friends while holding this card. They must wrestle this card away from you. As soon as you lose your grip on this card, you must stop telling your story and whoever got the card from you must continue from where you left off. You may attempt to wrestle the card back if you wish. Game continues until story reaches a satisfactory conclusion.

Round 5
Godahl

Drop this card on your computer keyboard, and, with this card still there, write a novel or essay or anything you want. You may not move this card, not even and especially not when it interferes with your typing. You may not edit whatever document you create. If your finished writing is read by at least one person afterwards, you win.

Round 5
Godahl

Stick this card in between any two pages of a book you're familiar with, and hand it to a friend. The friend must read those two pages, and then describe to you what they think happens in the rest of the book. If they are reasonably close, they win. Otherwise, you win.

Round 5
Godahl

Have a group of at least four of your friends close their eyes, and give one of them this card. Said friend may NOT, under any circumstances until the end of the game, reveal they have this card, and must deny they have it if asked--otherwise, they lose and everyone else wins. Then, allow your friends to chat with each other, and form at least 2 teams of at least 2 people each. Once everyone's teamed up, the player you picked reveals this card, and everyone on their team wins--all other players lose.

Round 5
Godahl

Throw this card in the air and observe where it lands. Whatever object the roommate on either side of this card is pointing at, write a sentence in a journal about it, then throw the card in the air again. Whatever object it points at THIS time, write another sentence that ties that object and the previous object together somehow. On the third throw, incorporate all three objects into the next sentence. Keep going until you're satisfied with what you wrote.

Round 5
Godahl

For several players (not too many, though). One player thinks of a specific word or phrase, doesn't tell anyone, and holds onto this card. All players then hold a conversation. If any other player says the word or phrase you thought of (even if just to ask you if they correctly guess what you're thinking of), you may give them this card and they then have to think of a word or phrase of their own. Whoever is holding this card after the natural end of the conversation loses, everyone else wins. If you want you can play again but minus the loser, until there's only one winner, or you can play with a timer instead of letting the conversation end naturally. Oh and no lying, honor rule (no one can enforce this)

Round 5
Godahl

If you ever run into a problem in your life that you can't figure out, sit down, gaze at this card, and explain your problem to it.

Round 5
Godahl

I assure you, the card will listen to you. Once you've finished explaining, imagine its response.