



Hashtag Me! TM #hilarious

#Lovelt

#Winning



AGE
EDAD
12+



WHAT IS THIS?

A funny game of interactive storytelling! Everyone has cool stories to tell... time to dust off those old memories and share 'em! An excursion into snowy wastelands in a beat up old car? A set of ninja stars you got for Christmas when you were 12? Tell your stories and other players will interact by hashtagging your story. You may even gain some followers along the way!

SETUP

Divide out the cards into 2 decks:  Hashtag  Prompts
Have somebody act as Scorekeeper and give them the scorepad. Ask them to find a writing utensil when they complain they have nothing to write with. [#Firstworldproblems](#)

Each player draws 6 hashtag cards. But hey, this is a loose and freeform game. Want more? Try 7, or even 8. [#Whateveryouneed](#)

Before each round, if a player doesn't like their cards, they have the option of trading in their entire hand for a new set of 6 cards. [#Lame](#) Determine who will be the first Storyteller. That player grabs a Prompt card and chooses one of the subjects to tell a quick story. If they don't like the choices, they may exchange it for another Prompt card. [#Picky](#)

PLAY

The Storyteller reads aloud their Prompt and starts telling their anecdote/story. They can go on as long or as short as they like [#Chatty](#).

As the Storyteller tells their story, the rest of the players "hashtag" the story. "Hashtagging" is the process of labeling the story with a hashtag card from your hand that applies to the story. When a hashtag in a player's hand is relevant to whatever is happening in the story that is being told, the player immediately lays that hashtag card on the table in front of them and says the hashtag aloud e.g. "hashtag Easy"! The Storyteller continues on with their story until they feel they are done.

Hashtagging happens organically as the story is being told. *i.e.* If a player is telling a story about a childhood toy, someone may “hashtag” the story by playing the card *#Throwback* and saying “hashtag Throwback!”. Someone else may also interject and play the card *#Lame* because they think that toy was lame.

If the Storyteller thinks the hashtag card played is inappropriate, they can ask the group to vote on it. Thumbs up to accept it, thumbs down to discard it.

SCORING

Once the story is done, no more hashtags may be played for that story. The Storyteller chooses one card as the best Hashtag for that round. *#Champ* Score points by awarding ‘Followers’.

Followers are awarded as follows:

- 3 Followers are awarded to the player who played the best hashtag
- Hashtaggers receive 2 Followers for each of their accepted hashtags
- Storyteller is awarded 1 Follower for each hashtag they accepted.

After scoring is completed, discard all of the hashtags and prompt cards played that round. All players draw back up to 6 hashtag cards into their hand. Play continues clockwise with the next person as the Storyteller. If you run out of any deck, shuffle and use the discards.

END

The game ends when each player has told:

3 players: 3 stories

4-6 players: 2 stories

7+: 1 story

The player with the most followers wins!

CREDITS:

Game Design - Alyse and Danny Cappacio

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PLAYTESTERS & ACKNOWLEDGEMENTS:

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