

**COOL STORY,**

**BRO!**



**A COOPERATIVE STORYTELLING CARD GAME  
FOR FRIENDS**

# COOL STORY, BRO!

## Overview

COOL STORY, BRO! is a cooperative card game for two-to-six players, in which players take turns using their story components to build a complete narrative.

Games are designed to be short and players can add, remove, or replace story components as they see fit until each slot in the narrative has been filled.

There is no “victory” in CSB and the only goal is to work together (or not) to build the funniest, coolest, or most ridiculous stories possible.

## Contents

**1x** Rulebook

**16x** Outline Cards

**90x** Story Cards

**6x** Blank Story Cards

## Setup

Place the Outline Cards face up on the playing surface, in numerical order from #1 to #6. These cards should read as follows: "Once upon a time there was \_\_\_\_\_. Every day, \_\_\_\_\_. One day \_\_\_\_\_. Because of that, \_\_\_\_\_. Because of that, \_\_\_\_\_. Until finally \_\_\_\_\_."

(As an alternative mode of play, the Outline Cards can be played face down in any order. They are flipped over and revealed during the Game Conclusion.)

Shuffle the Story Cards, distributing six, face down to each player. Players may look at their own hand of story cards, but it is recommended to keep them hidden from others until they are played. Place the rest of the Story Cards face down into a Draw Pile.

## Turn Order

Decide who is going to take the first turn and proceed in a clockwise order. Some suggestions for determining the first player would be age (youngest or oldest), height (tallest or shortest), or a simple dice roll.

## **Taking Your Turn**

*Each turn has two **Primary Actions**:*

1. Select a Story Card from your hand and place it face up and below one of the Outline Cards. This can overlap an existing Story Card that is currently in play under the chosen Outline Card.
2. If you overlapped an existing Story Card, your turn is over. Otherwise, draw a new Story Card to replace the one you used.

### ***Alternate Actions:***

These actions can be performed instead of taking a Primary Action.

1. Choose to take a Pass on your turn. This may only be done once per game.
2. Discard your hand, reshuffle the Draw Pile, and redraw the number of cards that you discarded. This may only be done once per game.
3. Trade a facedown Story Card with another player of your choice. Neither player is allowed to reveal which cards were traded.

## **Game Conclusion**

The game is concluded when all players have exhausted their hands, thus completing the (hopefully, humorous, interesting, etc.) story.

(If the Outline Cards are facedown, they can now be flipped over.)

## **Replay**

If subsequent rounds are desired, reshuffle the Story Cards and redraw new hands.

Alternatively, you may discard the used Story Cards and redraw hands using the remainder of the Draw Pile.

If the Draw Pile is exhausted during replay, no more cards may be drawn until the conclusion of the current story.

# CREDITS

***COOL STORY, BRO!***

*(Alpha Version)*

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**Instructor:** Jen Sward

**Designer:** Chris Morris

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Once upon a time there was a boy named William. Every day, he tried desperately to form a coherent sentence. One day day said he wouldn't be coming back home. Because of that, the undead armies rose from the grave. Because of that, they dug deep into the earth. Until finally the secret lair was found and they were put to rest.

**AT LEAST  
YOU TRIED.**

