

# COOL STORY, BRO!

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*The card game.*



# *Objective*

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- Crafting a compelling narrative is hard
- Let's make it easier
- Make a game out of it
- Co-op it!

# *The Game*

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- **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.
- 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.



## Setup

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- 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 \_\_\_\_\_.”
- 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**.

# Turns

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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*

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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.

# Conclusion

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



ONCE UPON A  
TIME

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COOL STORY, DAN

ALPHA SET

EVERY DAY,

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COOL STORY, DAN

ALPHA SET

ONE  
DAY

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COOL STORY, DAN

ALPHA SET

BECAUSE OF  
THAT,

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COOL STORY, DAN

ALPHA SET

BECAUSE OF  
THAT,

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COOL STORY, DAN

ALPHA SET

UNTIL FINALLY

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COOL STORY, DAN

ALPHA SET

I  
WAS FORCED TO  
WORK HARD LABOR

OVER NINE  
THOUSAND  
LEGENDARY  
WARRIORS MET FOR  
BATTLE

COOL STORY, DAN

ALPHA SET

THEY SET UP  
TRAPS ALL OVER  
THE PLACE

COOL STORY, DAN

ALPHA SET

THE  
UNDEAD ARMIES  
ROSE FROM THE  
GRAVE

COOL STORY, DAN

ALPHA SET

I  
POOPED MY  
PANTS

COOL STORY, DAN

ALPHA SET

I  
DECIDED TO  
PULL DOWN MY

MY  
BUTT WAS  
PAINFULLY SORE  
FOR AN ENTIRE  
WEEK

COOL STORY, DAN

ALPHA SET

I  
HAD TO TELL MY  
SCHOOL I WAS DEAD

COOL STORY, DAN

ALPHA SET