

# EPILOGUE

*Finish your story.*

A STORY TELLING GAME BY EMMA LARKINS || ART BY ARNEL BALUYOT

## INSTRUCTIONS

**Welcome to Epilogue.** In this game players will cooperatively improv a story about how they all died based on connected word fragments between cards.

Players are encouraged to support each other through the story and find a way to connect their storylines. (Remember, not everyone might be as comfortable as others creating a cooperative narrative at first!)

Shuffle cards, deal one to each player, and create a draw deck depending on how long you'd like to play (3-4 extra cards for a short game, 7-8 extra cards for a longer one). Example - Emma, AnnaMaria, and Estefania are playing. They will each start with a card and create a draw deck that contains 4 cards.) Set the deck off to the side within reach of all players and flip the top card to lie face up in the center of the table.

The player who most recently had a spooky encounter goes first. Using a card from your hand, create a word by connecting it to the face up card in the center. Now point to a player to start the story by incorporating that word into the storyline. Example - Emma joins the "BA" fragment on her card to the "T" fragment on the face up card and points to a player to begin to tell a story involving a BAT.

After a player has woven a few sentences into the story they will create a new word and point to another player. That player will continue the tale then add their card to the tableau, forming a new word, and pointing to another player to continue. After a card is played, draw a new card from the deck.

Play continues until the cards in the draw deck run out. When the last card is played the indicated player will finish the story. Example - Estefania plays the last card, forming the word SNAP. She points to AnnaMaria who concludes the story with a snapped branch that alerts the party that they are about to have an unfortunate encounter with a werewolf; the end.

Epilogue is intended to be collaborative, but players are welcome to award points for best story section, most surprising twist, or longest word. Be creative, have fun, and enjoying creating with your friends!



[www.violetdaisygames.com](http://www.violetdaisygames.com) Copyright ©Violet Daisy Games 2025  
CREDITS: Games Design by Emma Larkins, Art by Arnel Baluyot, Graphic Design by Estefania Rodriguez.

