

SHAREHOME

シェアホーム

Rulebook

HOW TO PLAY

SHAREHOME is a very flexible party game with multiple ways of playing. Feel free to add your own house rules to change it up!

ROLEPLAY

👥 6+ PLAYERS ⌚ 25 MINUTES 📖 PAGE 3-5

Play as strangers living together in the same house whose daily interactions and drama are commented on by the other players.

TABOO

👥 2+ PLAYERS ⌚ 10 MINUTES 📖 PAGE 7

Split into teams and take turns with the deck of Member Cards. Get your teammates to guess each character without using any of the forbidden words.

GUESS WHO?

👥 2+ PLAYERS ⌚ 10 MINUTES 📖 PAGE 6

Every player is given a random Member Card and takes turns to guess who they are. You are only allowed to ask yes / no questions.

CHARADES

👥 4+ PLAYERS ⌚ 10 MINUTES 📖 PAGE 8

Players take turns acting out their favorite scenes with random Member Cards, while the others try to guess who they are.

...AND MANY MORE!

How will you play SHAREHOME?

ROLEPLAY

👥 6+ PLAYERS ⌚ 25 MINUTES

Play as strangers living together in the same house whose daily interactions and drama are commentated on by the other players.

GAME SETUP

STEP 1

Decide the 6 players who will be Members of the House. The rest will be playing as Commentators.



IF YOU DON'T HAVE ENOUGH PLAYERS, EACH MEMBER ALSO PLAYS AS A COMMENTATOR.



STEP 2 - MEMBERS

Players are given a random Member Card, a Goal Card, and two Signal Tokens.



Your goal is to complete your Goal Card or find love and leave the house.

PLACE YOUR MEMBER CARD FACE UP FOR ALL TO SEE.
THE MORE CONVINCING YOUR ACTING, THE BETTER!

STEP 2 - COMMENTATORS

Players are given a random Commentator Card and a Signal Token.



Your goal is to commentate on what the Members are doing and crack jokes.

YOU MAY SPEAK AT ANY TIME.
THE MORE YOU TALK, THE MORE EVERYONE HAS FUN!

Game rules continued on the next page

ROLEPLAY

GAME RULES

STEP 1 - INTRODUCTIONS ROUND

All new Members introduce themselves.



All Members secretly point their Signal Tokens towards a Member who they like (may be as a friend) or hate. You can point at yourself.



USE YOUR MEMBER CARD TO COVER YOUR SIGNAL TOKEN.



STEP 2 - COMMENTARY ROUND

Commentators commentate on what they saw.



All Commentators use their Signal Tokens to predict which Member likes (or hates) who.



PLACE YOUR SIGNAL TOKENS IN BETWEEN TWO MEMBERS

Game rules continued on the next two pages.

ROLEPLAY GAME RULES CONTINUED

STEP 3 - EVENT ROUND (LIKED)

The Member with the most amount of predicted "likes" from Commentators is now trending!



This Member draws an Event Card and chooses who will act out the Event.



THEY MAY INCLUDE THEMSELVES.



STEP 4 - EVENT ROUND (HATED)

The Member with the most amount of predicted "hates" from Commentators is now trending!



This Member draws an Event Card and chooses who will act out the Event.



THEY MAY INCLUDE THEMSELVES.

Game rules continued on the next page.

ROLEPLAY GAME RULES CONTINUED

STEP 5 - REVEAL ROUND

All Members are now back at the house and talk about how their days went. Any Member can ask out any other Member now.



All Members reveal their Signal Tokens. For any correct Predictions, the Commentator and the two predicted Members receive a point each.



The game ends whenever you get bored. The player with the most points wins!

ABOUT GRADUATIONS

Any Members who have accomplished their goals may graduate to receive a point.



Members who like each other may decide to graduate together to receive a point each.



Any graduating Member is replaced by the youngest non-member player with the lowest amount of points. Pick a random Member Card and join the house.

GUESS WHO?

👥 2+ PLAYERS ⌚ 10 MINUTES

Every player is given a random Member Card and takes turns to guess who they are. You are only allowed to ask yes / no questions.

STEP 1

Every player is given a random Member Card. Do not look at your card but show it to everyone else.



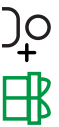
STEP 2

Take turns asking a single yes / no question about your assigned Member.



STEP 3

Whoever correctly guesses their Member earns a point. The player with the most points wins!



...repeat from STEP 1 until bored.

CHARADES

👥 4 PLAYERS ⌚ 10 MINUTES

Players take turns acting out their favorite events with random Member Cards, while the others try to guess who they are.

STEP 1

Select a random Event Card. Select players at random based on the amount of participants on the Event Card.



STEP 2

The selected players are each given a random Member Card. They then act out the scene as if they are those Members.



STEP 3

Whoever first correctly guesses all the Members earns a point. The player with the most points wins!



...repeat from STEP 1 until bored.

TABOO

👥 4+ PLAYERS ⌚ 10 MINUTES

Split into teams and take turns with the deck of Member Cards. Get your team to guess each card without using any of the forbidden words.

STEP 1

Split into teams and pick a representative for your team.



STEP 2

Each team representative takes one-minute turns with the deck of Member Cards.



STEP 3

Try to get your teammates to guess as many Member Cards as possible without mentioning any of these forbidden topics.

- Name
 - Age
 - Gender
 - Job
 - Appearance
- ...or any other categories you want!



STEP 4

The team with the most amount of correct guesses wins!



...repeat from STEP 1 until bored.

THANK YOU!

SHAREHOME is a game about acting,
laughing, and story-telling.

It's best enjoyed with a large group of
friends who are familiar with each other.

Feel free to incorporate any house rules
that you want. There is no script to this
reality TV show!

Made with love by Wonmin Lee
Created by Pegasus Games
unicornwithwings.com
sharehomethegame.com