

# Nostalgia

## FIRST!

- ✓ The heroes have been on these adventures together, not alone, so all players tell the same story (25).
- ✓ The story has at least two **MILETONES** (21 and 54) and one **ENDING** (18 and 59) that are decided before the game starts.
- ✓ Three **TRAITS** describe the hero: **IDENTITY**, **ABILITY**, **ITEM**. They are used during **DISPUTES**.
- ✓ The player who has a good idea starts telling the story freely.

## DURING PLAY

- ✓ When someone says something that you don't agree with, you should interrupt. That starts a **DISPUTE**. The **DISPUTE** is about *how* something happened, not *if* it happened (37).
- ✓ Go clockwise from the player who interrupted. Everyone may present their own version. Only the narrator may withdraw their version (45). There can be a maximum of three different versions.
- ✓ Players who don't have any version of their own must vote for another player's version. They do so by pointing at the player whose version they prefer on the count of three (49).
- ✓ A **DISPUTE** ensues. Players draw cards, one if they included a **TRAIT**, and one more for each vote they received.
- ✓ If a player uses no **TRAIT** and receives no votes, they lose the **DISPUTE** automatically.
- ✓ The highest card wins (aces high) (37). If tied, see (49).
- ✓ The winning version is regarded as true, and the winner continues the story. The other versions never happened and can be ignored completely.

## POINTS

- ✓ The winning player gains a number of points equal to the number of cards they drew in the **DISPUTE**.
- ✓ A player who voted for the winning version gains one point.
- ✓ A player who was in the **DISPUTE** but lost loses two points.
- ✓ A player who voted for a losing version loses one point.
- ✓ If the **DISPUTE** includes a **MILESTONE** or the **ENDING**, the winning player gains one extra point. The other players' scores are not affected.

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