

# The Integrity Families Game rules

 **3-6 players**  
(can be adapted for more)

 **56 cards**  
(52 regular, 4 wild)

 **Goal: Collect full family of cards** 

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## .....| Start of the game:

1. **Shuffle all cards** – regular and wildcards.
2. Each player receives **5 cards**.
3. Player 1 begins the game and asks any other player for a **specific card** (e.g. “Of the leadership family, do you have CFO?”)
  - a. **If they have it:** They give it to you. You continue your turn and may ask again.
  - b. **If they don’t:** You draw one card from the center pile.
4. The player that was just asked becomes the **next active player**.
5. They now ask anyone for a card, and the **cycle continues**.

## .....| End of the Game:

When all families are collected, **the player with the most wins**.  
*The real win: sparking dialogue on integrity.*

### WILD CARD – Integrity Storytelling:

#### .....| Step 1: Trigger the Card

- The player who plays or draws the wild card becomes the **Story Host**.
- They choose one of the following:
  - Tell a story **themselves**; Your paragraph text
  - **Nominate another player** to share a story;
  - Open it to **volunteers**, and the first to speak takes it.

#### .....| Step 2: Share the Story

- The chosen player shares a short story or reflection **based on the card's theme**.
- **Everyone listens** – this is a moment of connection, not competition.

#### .....| Step 3: Return to Gameplay

- If the wild card was drawn **after a failed request**, the turn passes to the **player who was asked** (just like normal).
- If the wild card was played **intentionally**, the turn ends and **passes to the next player clockwise**.