



1. WIN CONDITION

Whoever wins cards during two turns. You win cards when you guess what life experiences someone has had.

2. SETUP

1. Randomly determine the first player.
2. Shuffle the deck.
3. Deal five cards to each player from the deck, face down. You may look at your cards.

3. GAMEPLAY

Players take turns, going clockwise. During your turn, ask, "What did I experience?" Then:

1. **Play** – Other players answer by playing a card from hand, face down, to the middle of the table. Shuffle them.
2. **Choose a card** – Turn the played cards face up, and choose one that you've experienced. Tell a story about that experience. If none of the cards answer correctly, discard them instead.
3. **Winning** – The person who played the chosen card wins all the cards that were played.
4. **Draw** – The other players all draw a card.

The game ends when someone wins twice. If you play multiple games, you win points equal to the number of cards you won. The person who wins the most points after three games, wins the event.

Other questions can be asked instead for a different experience:

- What experience would I prefer?
- What experience have I never had?

Also, you can play a version that when it's your turn, you decide what question to ask.

Several other games can be played with these cards, such as Experiences Slap or Would You Rather?

EXPERIENCES SLAP

1. WIN CONDITION

Whoever wins the most cards wins the game. You win cards when you guess what life experiences someone has had.

2. SETUP

1. Randomly determine the first player.
2. Shuffle the deck.
3. Deal all the cards evenly to each player, face down.

3. GAMEPLAY

1. **Discard** – Players take turns, discarding a card, going clockwise, onto the center of the table.
2. **Winning a card** – When a card is discarded about an experience you've had, slap your hand down on top of the card. The first player to slap "wins" all the discarded cards.
3. **Story** – Each player tells their *story* about what happened regarding that experience, starting with the winner, and going clockwise. Restart the discard process with the player to the left of the previous "winner."

The game ends when everyone's cards are discarded.

WOULD YOU RATHER?

These cards can also be used to play our version of "Would you rather?"

1. WIN CONDITION

Win the most cards to win the game.

2. SETUP

1. Randomly determine the first player.
2. Shuffle the deck.
3. Deal five cards to each player's hand from the deck, face down. Players may look at their hand.

3. TURNS

Each player takes one turn. During your turn:

1. **Discard** – Discard two cards from your hand to the middle of the table, face up. Say, "Would you rather ____ or ____?"
2. **Choices** – All other players choose what they'd rather do, and give a reason for it, going clockwise, starting with the player to your left.
3. **Winning cards** – You choose who wins the cards based on the best reason given. (They take the cards.)

CARD LAYOUT



Suits – Each card has a color and corresponding suit. There are four suits, which each correspond to a color: clubs (green, ♣), diamonds (blue, ♦), hearts (red, ♥), and spades (purple, ♠)



There are thirteen card ranks: A (ace), 2, 3, 4, 5, 6, 7, 8, 9, 10, J (jack), Q (queen), or K (king).

The suits and rank of the cards are the same as in a regular deck of cards, and they are not used for the game rules discussed here. However, you can use these cards to play any regular playing card game, such as Crazy Eights.

FRONT & BACK

Each card has the same back, but the card fronts are unique and tell you what each card is and what it does. Cards that are face-down have only the back showing (such as cards in the draw pile), and cards that are face-up have the front showing (such as cards in the discard pile).



Looking & Searching – You may look at cards in your hand and that revealed (to see the front side).

Revealing Cards – If you reveal cards, then you turn them face-up. Looking at and revealing cards doesn't change where they are.

GLOSSARY

- Ace** – A card rank that is equivalent to one, but they are traditionally considered the best rank, even over face cards.
- Card back** – The side of the card with no unique information. Every card from a deck has the same card back.
- Card front** – The side of the card with unique information.
- Clubs (♣)** – A traditionally black suit symbol, which is also known as a clover. It represents green cards for Life Experiences.
- Deck** – (1) All the cards that come with a game. (2) A set of cards made to be played together.
- Diamonds (♦)** – A traditionally red suit symbol. It represents blue cards for Life Experiences.
- Discard** – Put a discarded card on top of the discard pile.
- Discard pile** – A pile of discarded cards.
- Draw** – When you draw cards, take them from the top of the draw pile, and put them into your hand.
- Draw pile** – The remaining cards of a deck after cards have been drawn, played, or discarded.
- Event** – (1) Multiple games that are played to determine a winner when taking multiple games into consideration. (2) Any motion or activity that has any significance.
- Face card** – Jacks (J), Queens (Q), and Kings (K). These cards are traditionally represented by the image of a person, and they tend to be considered better than cards with numerical ranks.
- Face down** – Cards showing the card back. Cards that don't have the unique side showing.
- Face up** – Cards showing the card front.
- Game** – (1) An experience playing with rules to find a winner. (2) A set of components made for playing.
- Gameplay** – The main activity of a game that requires choices or player actions.
- Hearts (♥)** – A traditionally red suit symbol.
- Look** – Cards you see the front side of, such as cards in your hand.
- Play** – When a card is played, it has some impact on the game, and it is put into a new location, such as to the middle of the table.
- Rank** – A number or title of a card, such as an ace, 2, or Jack. There are thirteen ranks in a typical playing card deck. The order from worst to best is usually the following: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, or K, and A (ace).
- Reveal** – Cards that are turned face up that everyone can look at.
- Spades (♠)** – A traditionally black suit symbol.
- Suits** – A symbol used for card games. Traditionally, there are four suits, and every suit has the same thirteen card ranks. Traditionally, there are two red suit symbols, and two black suit symbols.
- Tournament** – A game event that is taken seriously to find a winner. Multiple games are played to determine who did the best overall.
- Win an event** – Doing the best overall of multiple games.
- Win a game** – Doing the best and achieving the goal of a game.