



S. HOOPER'S
CONVERSATION
CARDS

AN 18TH CENTURY CARD
GAME & OPTIONAL
DIVINATORY DECK

Game Rules

1. Remove all potential significator cards from the deck. That is the Gentleman, the Lady, the Old Batchelor, and the Old Maid cards. You may, if you wish, consider the Physician and the Parson to be Significator cards.
2. Throw a die or pair of dice to determine in what order the players will play. The person who throws the highest number will go first, and the order of play will go in descending order, according to who threw what number.
3. The first player shall have their pick of which Significator they wish to start the game with. All the other potential Significator cards will then be shuffled, along with the rest of the deck, by the second player, who will place the deck face-down in the center of the table.
4. The first player will start to tell a story about the Significator they have chosen, fleshing-out a little more detail about the character.
5. When they are through with their initial explication, the first player will nod to the second player, who will then pick up the next card from the pile and continue the story, based on the nature of the card they have drawn from the pile.
6. When the second player judges themselves done with their part, they will nod to the third player, who will chose the next card from the top of the pile and continue the story.
7. The order of play will continue in this fashion until all the cards have been selected and incorporated into the story. It is contingent upon the selectors of the last 3-5 cards to wrap-up the story satisfactorily.