

## FLIM FLAM

*[Tevin Byrd, Jonathan Beilin, Joanna Chin, Shakti Mb - Fall/Winter 2015]*

*Keywords: card game, party game, storytelling, lying, cards, stories, truth, BS-ing,*

***Flim Flam*** is a storytelling, tabletop card game for 3-4 people. The definition of Flim Flam is "non-sensical or insincere talk" or "to swindle someone with a confidence game". The central mechanics are storytelling (through the use of cards for sharing information), BS-ing, and guessing who is lying. The goal of the game is to learn how others experiences aspects of culture (to understand another person's perspective through their experiences - a new perspective)

At the start of the game, a hand of 8 cards is dealt to each player. Players take turns telling true personal stories using the cards in their hands and placing them in them middle of the circle face up. The storyteller can play up to 3 cards per turn. The last card played by the previous storyteller becomes the starting card for the next storyteller. At anytime or when necessary, players can make up false personal stories (i.e., lie).

Other players can call *Flim Flam* on them. If a player calls *Flim Flam* and the storyteller's anecdote was true, then the player that called *Flim Flam* must take all the cards in the pile. If the story was false, then the storyteller must take all of the cards in the pile. At any time, any player can challenge whether the storyteller's story is a real story or has used the cards that they're discarding in a way that is valid. The player who gets rid of all of their cards first wins. A future iteration would include a separate deck of topic cards that forces the storyteller to tell a story using their cards, but within a specific topic area.

