

# **Cardlamity**

***An Illustrated Story, One  
Card At A Time***

Designed by Bex Kachman, Joe  
Rifkind, and Mason Rounds

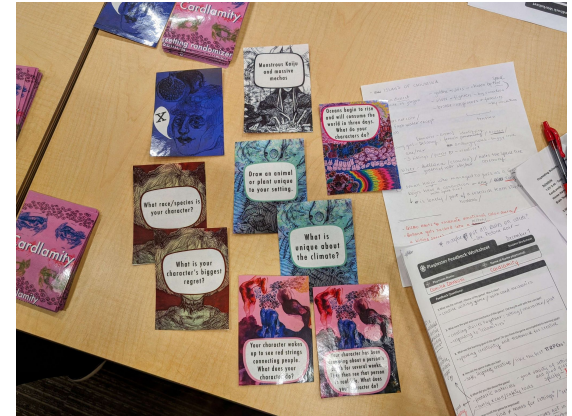
# ***What Is Cardlamity?***

- A collaborative storytelling card game
- A way to practice making and sharing creative work
- A chance to have fun telling stories with classmates, friends, or anyone else!

# So, How Do You Play Cardlamity?



- Pick a broad setting either by group agreement or from the world deck
- All players draw from the setting, character, and plot decks
- Finally, a Calamity card represents a major event in the setting for all characters!



# Cardlamity Card Examples



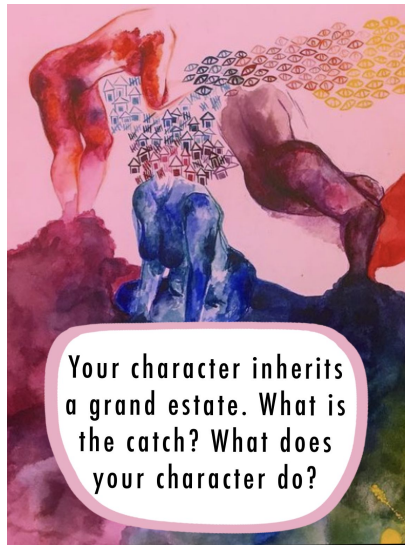
Who is one legendary figure in your world from years gone by?

**Setting Card**

**Character Card**



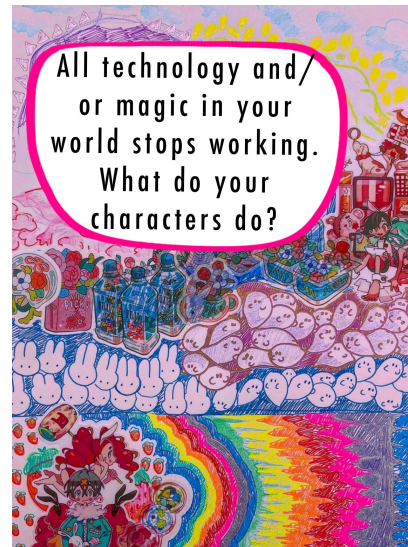
What color and texture is your character's hair?



Your character inherits a grand estate. What is the catch? What does your character do?

**Plot Card**

**Calamity Card**



All technology and/or magic in your world stops working. What do your characters do?

All art by Bex Kachman!

# ***Learning Goals and Core Concepts***



## ***Creativity***

Encouraging players to create in their worlds



## ***Collaboration***

Making an environment for players to share ideas and work

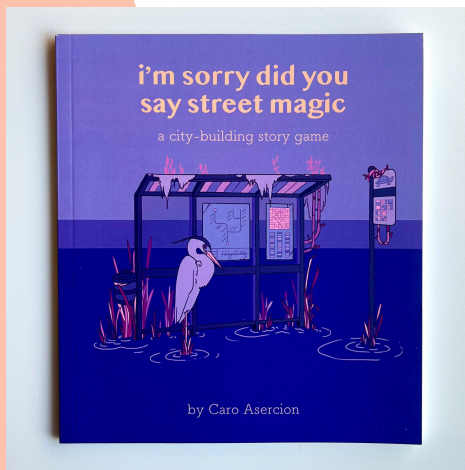


## ***Playfulness***

Helping players remain open and playful throughout the process

# Making Cardlamity

- All three of us shared an immediate interest in storytelling games
- Influenced by games from class like *I'm Sorry Did You Say Street Magic*, *For The Queen*, and *Fedora Noir*
- Calamity cards were one of the first aspects to be designed



# ***Thanks!***

Sincerely,  
Bex Kachman  
Joe Rifkind  
Mason Rounds

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