

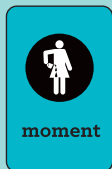


**awkward
moment[®]**
AT WORK

PREPARE FOR THE AWKWARDNESS

Separate and shuffle the Moment, Reaction, and Decider card decks, and place them between the players.

TYPES OF CARDS



Moment Cards

Moment cards present situations and players react.



Reaction Cards

Players select the best Reaction card from their hands to respond to the Moment, based on the Decider card drawn.



Decider Cards

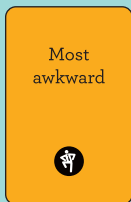
Each Decider card lists a guideline that the decider uses to choose a winning reaction.

HOW TO PLAY

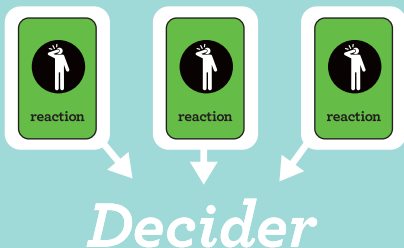
Players first choose a decider. The decider deals five Reaction cards to each player.



Each player conceals his or her cards from the other players. The decider then flips one Moment card and one Decider card and reads them aloud.

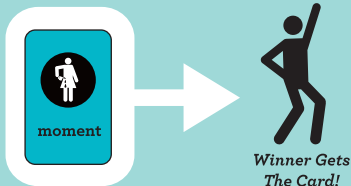


In response to the Moment and Decider card, players each submit one Reaction card FACE DOWN to the decider.



The decider shuffles the Reaction cards and reads them aloud to the group, and picks a winner based on his or her interpretation of the Decider card. For example, if the card states “Most Practical,” then the reaction the decider thinks is the most practical response will win the round.

The player who gave the winning Reaction masters the awkward moment and keeps the Moment card. The used Decider card and the submitted Reaction cards are discarded.



At the end of the round, each player who submitted a Reaction card then draws a new one to replace it. All players should have five Reaction cards in their hands at the start of each round. The decider role passes clockwise to the next player.

At the start of a round, all players except the decider have the option to discard and redraw all five of their Reaction cards. Those who do so must sit out the round and keep their awkwardness to themselves. Players may discard and redraw only once per game.

The player who has collected the most Moment cards at the end of the game is the winner!

ENDING THE GAME

Short Game: play until a player wins 5 moments.

Long Game: play until a player wins 10 moments.

Or see who has the most moments when you run out of time.

CONTENTS

69 Moment Cards

100 Reaction Cards

17 Decider Cards

Instructions

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