



THE DEEP END CARD GAME INSTRUCTIONS

The Deep End Card Game is a positive card game designed to skip the small talk and jump straight into real conversation, building **empathy and understanding** between all players.

Game Components

- **Players:** 2 to 8+
- **Cards:** The deck contains 100 cards, 30 Green Prompt Cards and 70 White Response Cards

Setup

1. **Shuffle & Deal:** Shuffle the Green and White cards separately. Deal **7 White Response Cards** to each player.
2. **The Reader:** The **youngest player** starts as **The Reader** (the person who reads the prompt).
3. **Ending the Game:** The group may decide on a set number of rounds (green cards) at the beginning, or simply stop when the discussion feels complete.

How to Play

1. **Turn Flow:** Play proceeds **clockwise** around the group.
2. **Prompt:** The Reader draws a **Green Prompt Card** (e.g., "A time I felt completely at peace was") and reads it aloud.
3. **Share & Discuss:** Going clockwise, starting with the player next to the Reader, **everyone except The Reader** selects a White Response Card and **briefly discusses** their answer, explaining their choice to the group. They then place their White Card in a discard pile.

4. **Recognize the Moment:** The Reader may choose to acknowledge one player's response. They award the Green Prompt Card to the player whose shared answer **resonated most deeply with them**. The Reader **may offer a reason** for their selection.
5. **Next Round:** The person **to the right of the current Reader** becomes the new Reader, and steps 2-4 repeat until the game ends.

ALTERNATIVE GAMEPLAY VARIATIONS

Variation	Description
Just Connect, No Green Cards Awarded	The primary goal is open conversation and deeper connection. Same as default mode, but do not award the Green Card at the end of the round . Simply discuss the responses and move on.
Two-Player Dive	The Reader also plays a White Card and shares their response. Both players discuss their answers openly. You may decide together to award the Green Card to the answer that you both like, if you want to.
The Quick Dive	For faster play, everyone places their White Card face down without discussing. The Reader collects, shuffles, and reads them aloud. The group then guesses who wrote which response before discussing. Skip the card-awarding step.