



Rulebook

Learn every name in the room — no small talk, just play.

Players: 9–57 (decks of 13 / 21 / 57 cards) • **Time:** ~25 min • **Winner:** none

You need: one card per player • a few pens (fewer than half the players) • a timer • someone to run it

Setup

1. The person in charge hands each player **one card**.
2. Write **your own name** in the centre of your card — on **both sides**.
3. Pens are shared on purpose. “Can I use it after you?” counts as playing.

Phase 1 — The Hunt (~10 min)

Find people whose card shares a **symbol** with yours.

- When you and another player spot a **shared symbol**, that’s a **match**.
- **Both** of you write the **other person’s name** on the line under that symbol.
- Keep mingling until your card is full or time runs out.
- **Write clearly — you’ll want these names later.**

Finishing first earns a cheer, nothing more. The real game is next.

Whoever’s running it: give a **2-minute warning** so everyone collects enough names. Do **not** reveal Phase 2 yet.

Phase 2 — The Chain (~15 min)

The reveal: every name you wrote is someone you can **link** to.

The one rule: you may only link to a person whose **name is on your card** — a real Phase-1 match.

Play timed, collaborative rounds. Each round raises the minimum chain length, so short chains must **merge**:

Round	Every chain must be...	Time
1	≥ 3 people	5 min
2	≥ 5 people	5 min

To join two chains, an **end person** of one finds a real match with an **end person** of another, and they link up.

Grand finale — One Line (~5 min)

Join the remaining chains end-to-end into **one human line containing the whole room**.

“Every person in this line — you met them tonight. No strangers left.”

Take a group photo. Keep your card as a souvenir.