

Do you practise Cyber Kindness? Play this card game with your friends to find out what kind acts you can do to make someone's day in cyberspace!

HOW TO PLAY

- 1. Shuffle the deck of cards.
- 2. Each player receives 3 cards.
- 3. On each player's turn, draw a card from the deck and play a card from the hand. Only one card can be played per turn (unless dictated by green 'event' cards).
- 4. Follow the instructions on the cards and track your points using the Kindness Points (KP) Meter below.
- 5. Each player may only hold a maximum of 5 cards in hand at the end of their turn. Extra cards must be discarded.
- 6. If you have to discard a kind/event card from your hand but do not have any, lose 1 KP instead.

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- 7. 1 KP is the lowest number of KP you can have.
- 8. The first player to get 20 KP wins.

TO PLAY THIS GAME, YOU WILL NEED:

- 💄 3-5 players
- 32 cards (15 Kind Cards, 6 Unkind Cards, 11 Event Cards)
- A coin to track your Kindness Points in the meter below

📥 UPSIZED VERSION:

Combine decks with your friends to play! For every added deck, simply +10 KP to the end goal.

i.e. Add your friend's 32 cards to your deck, shuffle them together and play the game. The first player to get 30 KP wins!

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