

# Melancholy Kaiju

↓ Draw Something Here! ↓

**Kaiju Name:**

**Kaiju Type:**

**Monstrous Traits:**

**Something You Can Do**



**Something You Can't Do**



**Something That Makes You Happy**



**Something That Makes You Sad**



**Notes**

## Play Summary

On your turn you can:

- Play a card of equal or greater value than the top card on the table. (Face cards count as 11 and aces count as 12 for this purpose.) Narrate a detail about the scene.
- Play an ace. Bring the focus kaiju's trait for that card's suit into play, in a way that is joyful.
- Play a face card. Bring the focus kaiju's trait for that card's suit into play, in a way that is bittersweet.
- Pass. Set a card from your hand face down next to the discard pile, and narrate an incidental detail into the scene.

Incidental details should be things that don't directly affect characters. For other kinds of narration, think in terms of narrating from a panel to a page worth of manga.

Regardless, the focus player can briefly give their kaiju's reactions to what happens in other players' narration, but can't substantially affect the scene with their reactions.

The scene ends when there are as many cards from passing as there are players in the game. When that happens, the focus kaiju expressing their trait for whatever suit is currently on top of the pile, in whatever way the focus player thinks would be a fitting conclusion to the scene.