

Aim of the Game

ACOT is designed to bring families and loved ones closer through meaningful, fun, and thought-provoking conversation. There are no winners or losers — the purpose of the game is connection, understanding, laughter, and quality time together.

Setting Up the Game

1. Gather between 2 and 10 players around a table.
2. Shuffle the deck of cards thoroughly.
3. Deal the cards face down, evenly to each player.
4. Do not look at your cards and do not reveal any questions before your turn.

End of Game

The game ends when:

- All cards have been used, or
- The group agrees to stop.

There is no score. The real value is the conversation, the laughter, and the connection you've shared.

Finish the game with a big group hug, take a photo if you wish, and keep the memory.

Important Game Rules

- No phones, no distractions.
- One person speaks at a time.
- No judging, mocking, or interrupting.
- Everything shared stays within the group.
- Be honest, but only share what you're comfortable with.
- If a question feels too uncomfortable, you may pass once per game (hug still applies!).

One Final Rule

Play with respect, curiosity, and an open heart.

Put all cards on the table. ❤️

RULES

How to Play

1. Choose a player to start (youngest, oldest, or at random).
2. Play continues clockwise around the table.
3. On your turn:
 - Take the top card from your hand.
 - Flip it over so everyone can see it.
 - Read the question out loud.

Answering the questions

1. If the card has no symbol, the question is for you to answer.
2. Answer honestly and openly.
3. No interruptions are allowed while someone is speaking.
4. If, for any reason, you are unable or choose not to answer the question, you must give everyone at the table a 5-second hug ❤️
5. Once the answer (or hug!) is complete, the next player takes their turn.

Special Card Symbols

★ Star Card

- The question is for everyone at the table.
- Each player answers in turn.
- Listening, respect, and patience apply to all.

➡ Arrow Card

- You may redirect the question to any one player currently playing.
- You may choose yourself or someone else.
- Once redirected, that player must answer.