

Storm Chaser
GAMES

PRESENTS



MEDIUM

SAMPLER PACK

A SOCIAL WORD GAME OF MIND READING,
WORD GUESSING, AND HIGH FIVING.



30-45 Minutes



2-8 Players

ADULTS

14 & UP

You've been dying to play Medium, but you can't find anyplace to buy it and wish you just make your own copy?

YOU'RE READING OUR MINDS.

Now you have your very own mini (but very free) version of Medium. It's only got six decks (instead of the 30 that come in the full version) and you'll have to print them yourself (instead of the we-already-had-them-printed-in-a-factory-in-China ones that come in the full version), but listen to how easy it is:

1. **Download this PDF that you already downloaded.** So easy.
2. **Print it (or have it printed) on 80-pound cardstock.** They'll print it for you at any printing shop (FedEx Office, Staples, etc) for pretty cheap. Or, it's free if you print it at work.
3. **Cut them into cards and tokens.** They'll probably do this at the printing place, or see if you can get one of those slicers with the big arm. Cut them as precisely and evenly as possible.

Or, here's another way.

1. **Download the PDF.** You got this.
2. **Print it.** Print it yourself on regular paper. The printer at work will be perfect for this.
3. **Cut them into cards and tokens.** The big slicer will work great.
4. **Glue or tape them onto normal playing cards.** You'll only need two decks of cards.
5. **Slide them into card sleeves.** Maybe you already have these because you play card games all the time? Maybe not and you need to buy them. Here's the ones we used. <http://amzn.to/2kkruEc>

Let us know what you think! Take notes or otherwise try to remember what happened during the game. Did the rules make sense? Did you have a blast? Did it seem like it took a reasonable amount of time? Send all your feedback to stormchasergames@gmail.com and we'll use them to try and make the game as good as it can be.

Have a blast playing Medium! Keep an eye out for the full game soon. We're going to launch it on Kickstarter, so check it out there. Sign up for our email list at stormchasergames.wordpress.com and we'll let you know how everything is going!

A couple of other things you might want to know:

Scoring

We think the game is more fun with the scoring tokens, but we understand if you think it's a pain to print and mount them or whatever. You can keep score with pencil and paper if you want. Just have the Mind Meld be worth 5.

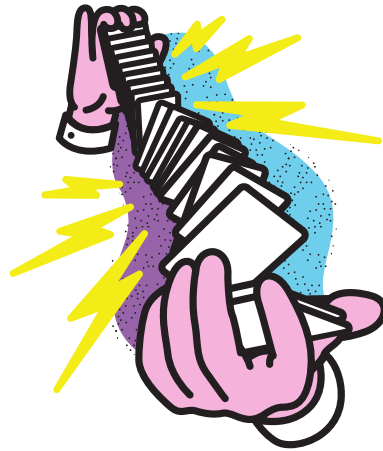
Decks

The rulebook says Medium has 30 different 18-card decks. And it does, but this sampler version only has six. We thought people would freak if they thought they had to cut out like 500 cards. When you buy the full version, you'll have the other 24 decks, a ton more variety and replayability, and the cards that say BIGFOOT, BARTENDER, and CEREAL.

You also won't find the first-players token or the Psychic Hand token. You'll be fine.

ESP Cards

The Extra Special Power cards are in here, but we only printed one side. Just put them face-down in front of you, then flip them up when you play them. You'll just have to remember to score 3 points for every ESP card you didn't use.



Ok, everything else should be in the rulebook. But let us know how you like it! Medium isn't printed yet, so we can change stuff if we need to. Tell us if it was fun or not! If you run into anything weird while you're playing, let us know. Or if you think of some way to make the game better, let us know that, too. And share your favorite Mind Melds with us. We'll put them on our website. Listen, thanks for even being interested in it. Medium means a lot to us, and it means a lot to us that you're even doing this.

Email us at:
stormchasergames@gmail.com

Follow our progress and join our email list at: stormchasergames.wordpress.com

Danielle, Lindsey, and Nathan
Storm Chasers



You are a medium!

Or like a mindreader or something! And so are your friends. You're thoughthearers, headlisteners, and brainsharers. In the game of Medium, you will harness your *otherworldly extrasensory abilities* to access your friends' *most private thoughts*.

Together, you and your partner will think of the word that connects the words or ideas on your two cards, and **SAY IT OUT LOUD TOGETHER AT THE SAME TIME.**

Two cards, two thoughts, one mind. In Medium, you will act as a medium, to find the medium (through the medium of cards)!

It's called Medium. And when it happens, it feels like magic. Because it is.

Components



540
Medium cards
(30 decks of
18 cards each)



3
**Lightning Bolt
cards**



18
**Extra Special
Power cards**
(a set of three
for each team)



1
**Psychic Hand
token**



1
**First-players
token**



20
**Telepathy
tokens, with
hidden values
of 7, 6, or 5**



40
**Points tokens,
with values of
4, 3, 2, and 1**

Setup

Get into teams of two players each (see non-team variants on page 8):

You can play with two, three, or four teams. The starting team should be the one with everybody's favorite person on it. Otherwise, Sarah's team goes first. Give them the first-players token.

Prepare the Medium deck.

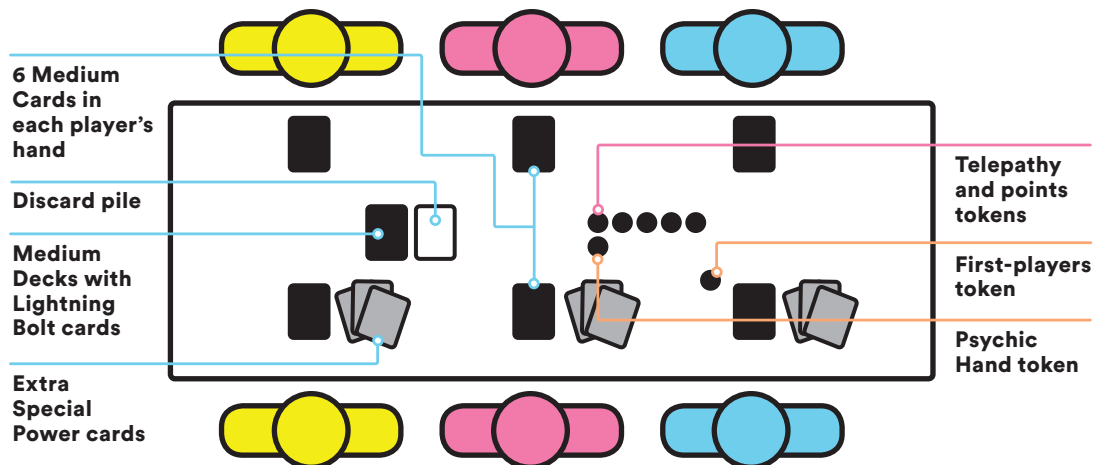
Choose a number of 18-card decks at random and shuffle them together well.

- **For two teams of two (or the two- or three-player variant):**
Choose 4 decks
- **For three teams of two (or the five-player variant):**
Choose 6 decks
- **For four teams of two (or the seven-player variant):**
Choose 8 decks.

Deal each player a starting hand of six cards. If you're ready to play with them, give each team one set of ESP cards to share: one Clairvoyance, one Good Fortune, and one Precognition. Place them grey-side-up on the table. (see page 09 for details on ESP cards).

Cut the deck of Medium cards in half and shuffle the three Lightning Bolt cards into the bottom half, placing the rest on top. These cards act as the game timer.

Put the scoring tokens in the middle of the table, in descending piles— a pile of face-down Telepathy tokens (worth 5, 6, or 7 points), then a pile of 4s, then 3s, and so on. Put the Psychic Hand token next to the Telepathy tokens to start.



GAMEPLAY

A. Play a card.

On your team's turn, your partner will choose one card from her hand and play it face-up on the table. Then you'll pick a card from your own hand and play it face-up next to hers. Starting with this set of two words, you and your partner must find the Medium.

The Medium: It's the word that the two words on your set of cards suggest. The word that they'd lead to. Both of them. A word that connects them, or is defined by them, or acts as a compromise between them.

So, like if the cards say:

LARGE and SMALL: The Medium is literally MEDIUM (which is why we named it that, sorta). Don't say a word that only relates to one of the cards, like BIG (which only connects with LARGE) or TINY (you see?). Always use both.

SNOW and SIDEWALK: The Medium is probably SHOVEL

CHEESE and ASTRONAUT: Probably MOON, right?

GLASSES and POOL: It could be WATER or GOGGLES or maybe it's TEARS (lots of words on the cards have multiple meanings (you know, like glasses you see with or glasses you drink from)). Or maybe she was thinking BAR—you'd see a pool table and glasses in a bar, right?

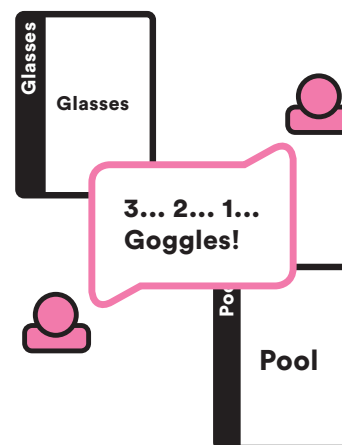
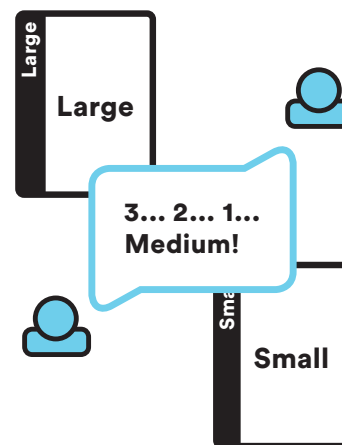
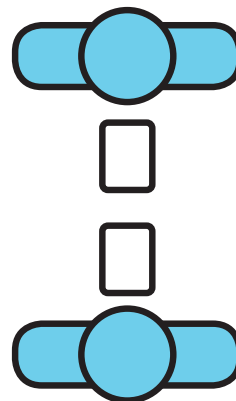
The point is this: the only right answer is the response your partner comes up with. That's why we need partners so much.

You can probably see how the second card played is the most important card. Use it to set up an easy match (SPY and TUXEDO, or MALE and COW, or LINCOLN and MONEY (which seemed like an easy one until we both realized he was on the PENNY but also on the FIVE)).

B. Attempt to Match

Take a deep breath (optional), relax (not required) and use your mental powers to find the Medium. Have your word in mind, then count down in unison with your partner, and say:

"3... 2... 1... [WORD]" saying your word(s) at the same time.



GAMEPLAY

C. Get it Right (or not)

1. If you match on the first try (PENNY!), that's a MIND MELD. Booyah! Take a Telepathy token! Next team's turn.
2. If not, try again using the two new words. If you didn't Mind Meld (because you and your partner said different words: WATER! GOGGLES!), keep going! This new set of two words (WATER and GOGGLES or whatever) is now what you'll use to find the Medium (SWIM? BEER maybe?). If you match on this one, your team scores and your turn is over. If not, keep going, using the two new words (SWIM! BEER!). You get five chances, total.
3. *You have to say something.* If one player fails to say a word, your turn is immediately over and you get no points.

Your team takes the point token from the appropriate pile, according to the chart and indicated by the Psychic Hand token. Next team's turn.

D. Score Accordingly

If you match in the:

First step: MIND MELD! Nice, guys! Take a Telepathy token at random (worth 5, 6, or 7 points).

Second step, take a 4-point token.

Third step, take a 3-point token.

Fourth step, take a 2-point token.

Fifth step, take a 1-point token.

Use the Psychic Hand token to keep track of which step you're on.

If you don't match within five steps, your turn is over and you don't take any tokens. Don't feel bad. Even we don't match every time, and we're the ones who wrote the rules.

When your turn ends, both players draw back up to six cards and it's the next team's turn.

When your turn comes around again, switch who plays the first card.

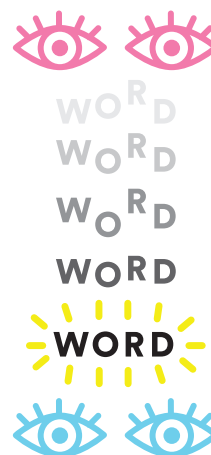


Things to keep...in mind.

Four important(ish) things to remember on the second through fifth step:

1. **Forget any previous words you said.** If your set is WATER and GOGGLES, don't worry about GLASSES and POOL—erase them from your mind; they don't matter anymore.
2. **However, you can't repeat any of the previous words.** If your set is WATER and GOGGLES, you can't say GLASS since it's pretty much GLASSES.
3. **Always keep things moving.** Think of your word as quickly as you can. If you notice people starting to look impatient, come up with something fast—just say a word. Sometimes it helps to throw one away to get to the next one. Also, people having fun is more important than you being perfect, Mr. Perfect over there.
4. **Don't cheat** (this is sometimes kind of impossible) (you'll see).

The secret is to think like your partner does. Get inside her brain or psychically “send” your word to her (sometimes it helps if you intensely place your fingertips to your temples).



When it isn't your turn: Keep track of the number of steps the other team is taking, moving the Psychic Hand token to the appropriate pile of score tokens with each step. Additionally, help them keep track of the words they said. They're saying them simultaneously, so you'll need to help out by saying things like, "OK, SWIM and BEER for 4 points."

You will also judge whether a match (or a Mind Meld) happens or not. Official rule from the people who wrote the rules: Be cool about this. If they say "BALLET" and "BALLERINA," they got it. **Come on, man.**



Two-player Variant

Just play as one team and see how many points you get.

Scoring

0-10 points: Um, cool. We didn't think this score was possible, but thanks for giving our game a shot!

11-20 points: Nothing to sneeze at.

21-30 points: Whoa, guys.

31-40 points: Ooooh, nice.

41-50 points: Well, this is something.

51-60 points: Impossible! We cannot believe it's happening!

Exactly 61 points: How are you even doing this???

62-70 points: Haha, yeah.

72-80 points: Makes sense.

81 + points: Hey, all right.

Alternate, Actual Scoring

Count up the number times you and your partner laughed to the point you had tears in your eyes.

Less than twice: COME ON.

Twice or more: You just realized that you have the greatest friend, the most wonderful family member, or the most compatible significant other. **THINK ABOUT HOW BEAUTIFUL YOUR LIFE IS.** And you have this incredible, once-in-a-lifetime game that we made for you to thank.

Three- or Five-player Variant

No teams, you'll play individually. Each player gets their own set of ESP cards (if you're playing with them).

On your turn, choose one of the other players to match with (you can't pick the same person two turns in a row).

When you match, both players take a Telepathy or points token.

Score points like normal at the end, but individually.

See? You don't need teams to play.
This way's fun, too!

Extra Special Power Cards

Once you've played a couple of games, add in the Extra Special Power cards, which grant each team (or player, if you're playing one of the individual variants), three one-time-use-only powers.

Place your three Extra Special Power cards face down (grey side up) on the

table in front of you, then flip them face up when you use their powers.

Each unused ESP card is worth 3 points at the end of the game, so only use them if you can afford it (or if you don't care about points) (and come on, it's just points, guy).



If unused each ESP card is worth 3 points.

Clairvoyance

Predict what your opponents will say.

Play at the beginning of an opposing team's turn, once they've revealed their cards. You'll play along with them on their first step. Count down and say your word with them.

If you all three Mind Meld: you take a Telepathy token (for your team) and so does the other team.

If you Mind Meld with one of the players on the other team: you take a Telepathy token and their turn is over.

If no one matches: You're the only one out! The other team keeps playing.

If the other team Mind Melds and you don't, they take a token like normal and you get nothing.



Good Fortune

Double your points.

Play after you and your partner have played your cards, before you attempt to match. If you Mind Meld (match on the first step), take two Telepathy tokens, or if you match on a later step, take two of the corresponding points tokens.



Precognition

Refresh your hand.

When you play this power, discard any number of cards from your hand, and choose cards from the discard pile to draw back up to six cards. When a team plays this, both players get to perform the action.

Game End

Lightning Bolt Cards

When you draw the first and second Lightning Bolt card, the game is nearing its end! Set the card aside and draw another one. But when you draw the third and final Lightning Bolt Card, electricity fills the room, disrupts your psychic connection, and ends the game.

Finish the current round, using the first-players token to ensure that each team got the same number of turns.



Count your points, everybody. Somebody won. Probably you.

Add up the totals of your Telepathy and scoring tokens plus any unused ESP cards if you played with them. The team (or player) with the most points wins. In the case of a tie, the team (or player) with the most Telepathy tokens wins.

If there's still a tie, how about it's just a tie? Would that be so bad? Because in a way, a tie is the perfect distillation of what Medium is all about. You all thought the same thoughts, said the same words, and got the same score. **Everybody wins.**



Hold on, we just had the best idea. Maybe don't keep score?

Medium is just as good a game if you don't even worry about scoring. We're just here to have fun, guys.

Alright, have fun! (see?)



<p>river</p> <p>river</p> <p>☆</p>	<p>Shakespeare</p> <p>Shakespeare</p> <p>☆</p>	<p>train</p> <p>train</p> <p>☆</p>
<p>beautiful</p> <p>beautiful</p> <p>☆</p>	<p>chip</p> <p>chip</p> <p>☆</p>	<p>ant</p> <p>ant</p> <p>☆</p>
<p>table</p> <p>table</p> <p>☆</p>	<p>firefighter</p> <p>firefighter</p> <p>☆</p>	<p>hammer</p> <p>hammer</p> <p>☆</p>

banana



banana



wedding



wedding



rodeo



rodeo



Antarctica



Antarctica



melt



melt



fireworks



fireworks



muscle



muscle



heart



heart



ski



ski



cloud



cloud

02

Halloween



Halloween

02

rollercoaster



rollercoaster

02



canoe



canoe

02

cough



cough

02

waffle



waffle

02



horse



horse

02

lamp



lamp

02

soldier



soldier

02



brush



brush



02

England



England



02

nose



nose



02

angel



angel



02

ring



ring



02

ribbon



ribbon



02

voyage



voyage



02

chalk



chalk



02

tropical



tropical



02

<p>ocean</p>	<p>ocean</p>	<p>playground</p>	<p>playground</p>	<p>space</p>	<p>space</p>
<p>boil</p>	<p>boil</p>	<p>wild</p>	<p>wild</p>	<p>turtle</p>	<p>turtle</p>
<p>kitchen</p>	<p>kitchen</p>	<p>actor</p>	<p>actor</p>	<p>cup</p>	<p>cup</p>



03

03

03



03

03

03



03

03

03

ocean



boil



kitchen



playground



wild



actor



space



turtle



cup



ketchup



ketchup

03

superhero



superhero

03

strike



strike

03



Mexico



Mexico

03



oatmeal



oatmeal

03



camping



camping

03



slippers



slippers

03



north



north

03



peel



peel

03



doughnut



doughnut

04



sticky



sticky

04



bathtub



bathtub

04



tree



tree

04



short



short

04



chef



chef

04



bicycle



bicycle

04



dolphin



dolphin

04



bat



bat

04



vacation



Lincoln



fence



vacation

Lincoln

fence



04



04



04

Canada



crawl



machine



Canada

crawl

machine



04



04



04

tower



maze



pop



tower

maze

pop



04



04



04

Fourth of July



Fourth of July

05

horn



horn

05

Hawaii



Hawaii

05



jeans



jeans

05

cookie



cookie

05

fly



fly

05



pyramid



pyramid

05

thumb



thumb

05



















ghost















ghost

05



coffee	 coffee	glove	 glove	doctor	 doctor
	05		05		05
couch	 couch	bear	 bear	castle	 castle
	05		05		05
tiny	 tiny	cart	 cart	flower	 flower
	05		05		05

 owl	 whiskey	 equipment	 equipment
 teacher	 eagle	 refrigerator	 refrigerator
 ball	 blue	 rock	 rock

owl

teacher

ball

whiskey

eagle

blue

equipment

refrigerator

rock

06

06

06

06

06

06

06

06

06



pretzel



pretzel

06

airport



airport

06

brother



brother

06



sky



sky

06

China



China

06

trip



trip

06



danger



danger

06

eye



eye

06

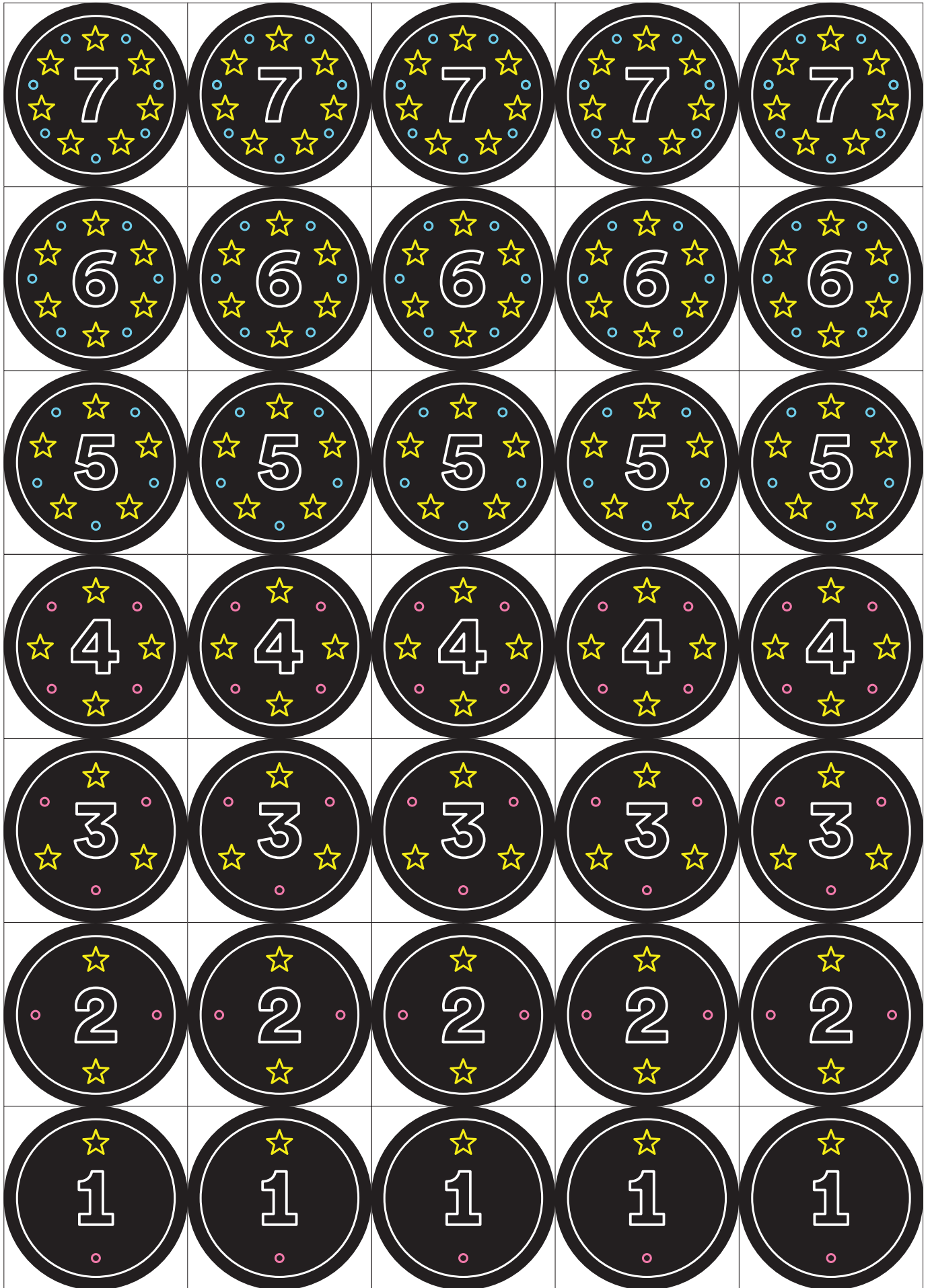
burger

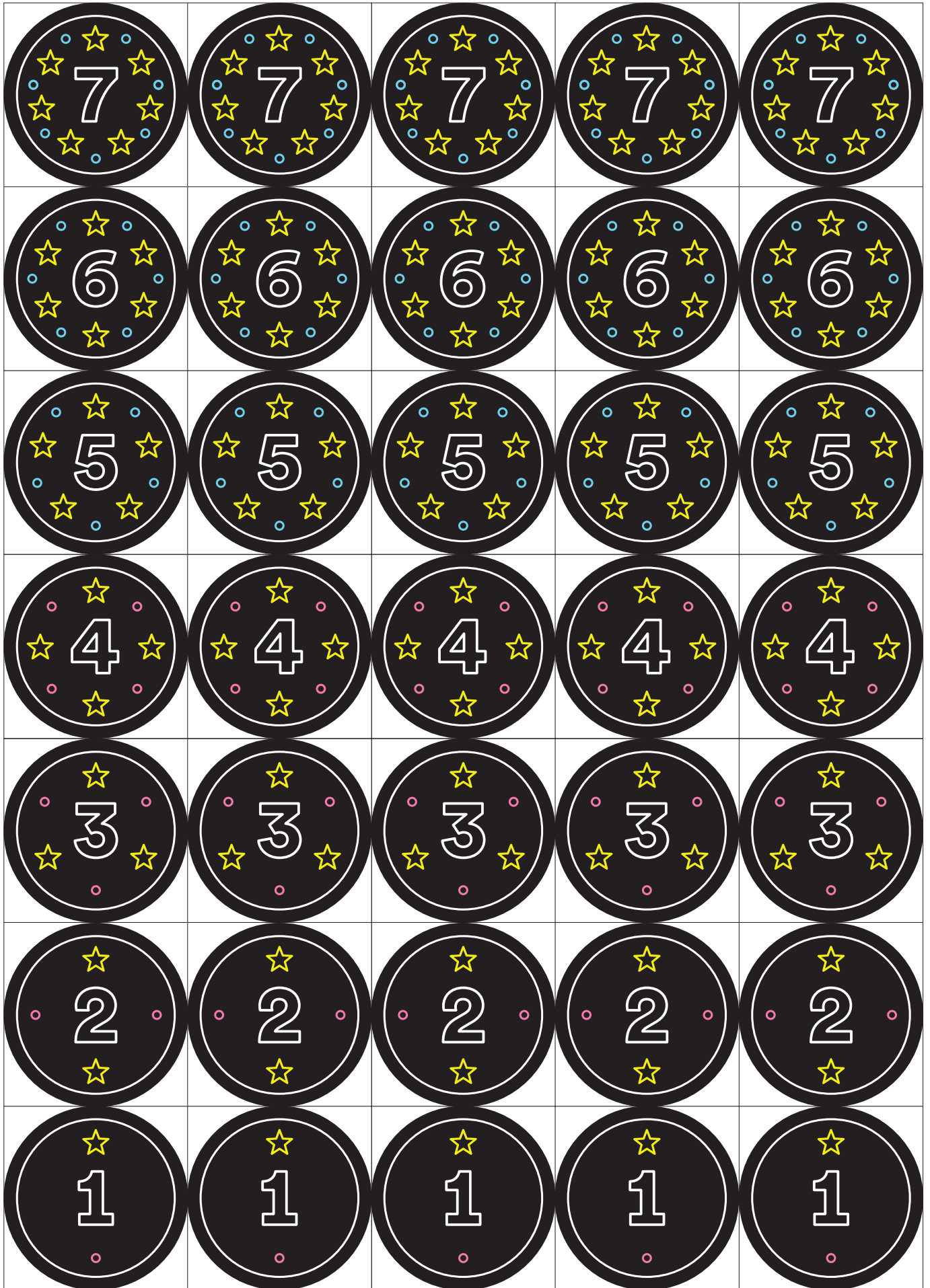


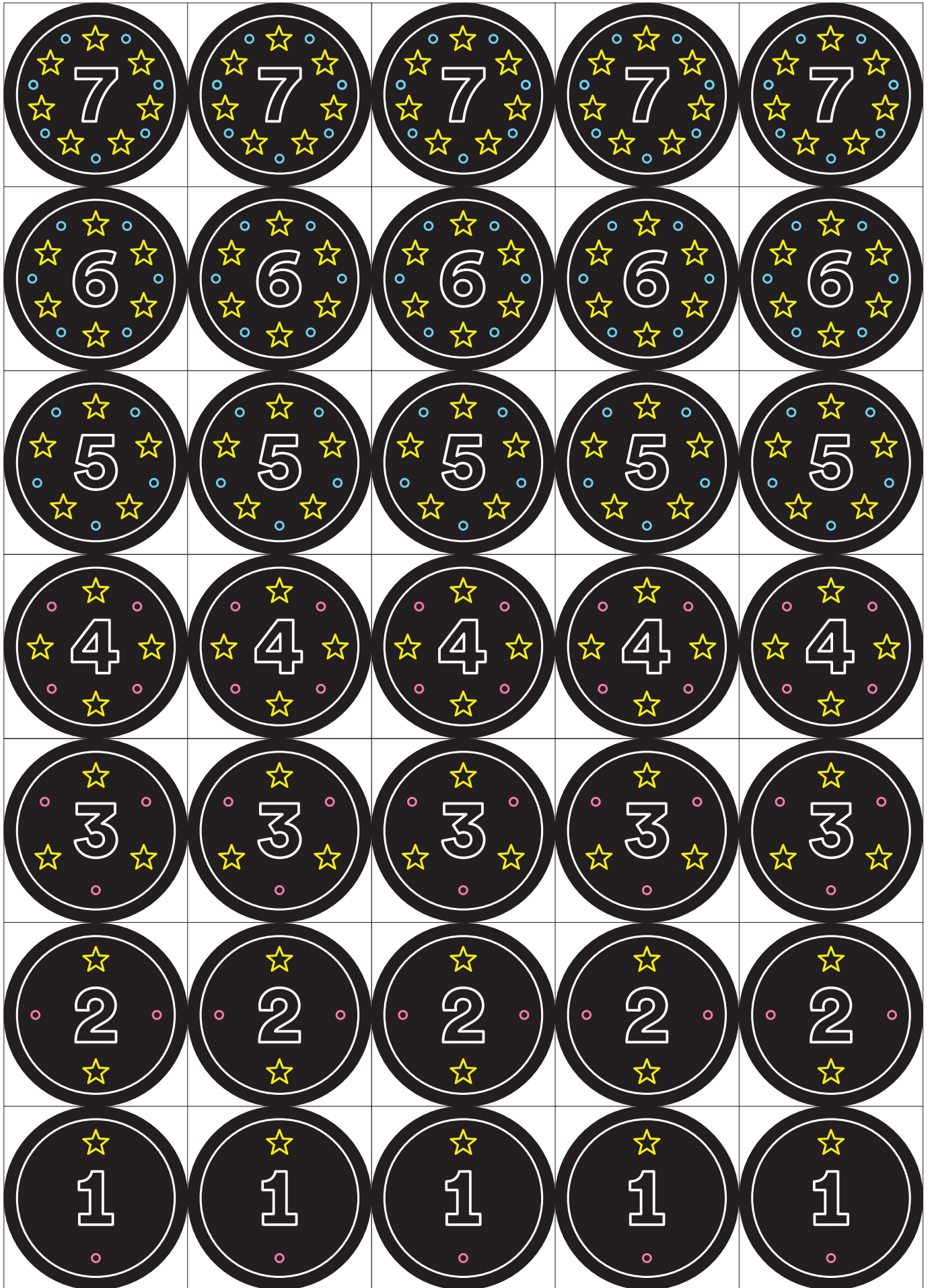
burger

06















Storm Chaser

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