12GoC Game 1: Storytelling Game

Designed by Ellie Dix

3-6 players | 20 minutes | Age 6+

Components:

- 8 playing cards (1 sets of 1-8 cards)

Aim:

Win points by telling the most entertaining story.

How to play:

- Shuffle the cards and reveal two at random. Place these cards face up on the table and the rest in a pile to the side.
- Simultaneously each player writes down the title of a short story that they will tell that will involve these two items.
- All players vote on which story they are most keen to hear. To vote, players simultaneously chant 3-2-1-Vote. On ‘vote’ each player points to another player. Players may not vote for themselves.
- Each player gets points according to how many people have voted for their title.
- The player with the most votes now tells their story. Stories must be short and punchy (add a 30 second timer if players struggle to do this). Players stories must focus on the two items on the table and the relationship between them. Also - players must tell a story appropriate to the title that they have already given. In the case of a tie, all tied players may tell their story.
- Begin a new round by revealing two new cards.

End game:

The game ends when one player has got 3 points. They are the winner.