

THE STORY SHARING GAME !

HOW TO PLAY

Play With Friends Or Family Or To Help Strangers Become Familiar
Great For Intergenerational Play ! (13yrs+up)

READY !

SET !

TELL !



Play At A Fast TV-Game Show-Like Pace With No Discussion !

STEP #1: CHOOSE THE 'INSTIGATING' STORY

Before playing the Game one Player acts as facilitator and chooses a random instigating or 'inciting' story -- a short true story (*memoir*), to inspire Players to remember little stories from their own lives. There are many free online short memoir collections to pick your story from. Here are a few:

For adults of all ages and teens (accepts new ones): www.sixwordmemoirs.com/

Teen memoirs (accepts new ones): www.teenink.com/nonfiction/memoir

Reader's Digest True 100 word stories (accepts new ones): www.rd.com/article/100-word-stories/

100s of 100-word stories (accepts new ones): www.100wordstory.org/

STEP #2: READ ALOUD THE STORY & COMMENT

- Each Player takes a turn reading a line from the instigating Story.
- Each Player makes ONE COMMENT about the Story, whatever they want to say or ask.
- Each Player shares ONE LINE about what they think the Story is about (*theme or message*)

STEP #3: SHAPE YOUR STORY & SHARE

- Each Player chooses a story from their past and to begin with shares just two things:
1) How older were they ? 2) Where did it happen – city / state / country + physical location (*i.e. a bedroom, on the football field, at a checkout register, etc.*)
- 'Silent Orbit' Time: Players silently flesh out their stories.
- A Player becomes a StoryTeller and shares their real life Story, and then each of the other Players make one comment / question about the Story. Then the next Player tells their Story followed by a round of comments, until all the Players have shared their stories.

STEP #4: THE STORY SHARING GAME'S SCORING QUESTIONS

- As each of the (10) surprising Scoring Questions are read a Player will orally indicate which Player's Story best answered the question for them.
- If you want to increase the gameness of the scoring, each Player can be given (10) chips to give out. The Player who has gained the most Chips at the end of Scoring is crowned that Game's StoryTelling Mentor. If any Player has been left with no Chips having received none, the StoryTelling Mentor is to bestow at least one of their Chips on that Player and give them words of encouragement to continue telling their stories.