



KEEP TALKING!

 2-4  10-20 MIN

Players take turns as storytellers and steer the narrative their way! *Game of Awesome* rules variation.

In this game, players have to talk fast and think faster to put their secret cards into a shared story! This game allows players to create a story together, while the cards lead them into dramatic and unexpected twists and turns.

Getting Ready

1. Find a timer of some kind.
2. Shuffle the coloured *Awesome Card* deck and the white *Idea Card* deck.
3. Put the *Idea Card* deck face-down on the table, and flip over the top card. Put it in the middle of the table.
4. This card is the main character's goal. They will spend the whole story trying to achieve this goal, but they won't get there until right at the end!
5. Talk together about what the card actually means.
6. If the card is a *location*, maybe the main character is trying to go there? If the card is an *object*, maybe the main character is trying to find it? If the card is an *action*, maybe the main character is trying to do it? If the card is a *person*, maybe the main character is trying to defeat them?
7. Decide who will be the first storyteller. If you can't decide, the youngest player should go first.
8. The storyteller describes what the story is about by completing the sentence: "This is a story about..."
9. Finish this sentence by naming the main character and their goal. For example, "This is a story about Moana Smith who wanted to go to Mars."
10. The player to the right of the storyteller is the guide.
11. The guide launches the story by completing the sentence "The story begins when..."
12. Finish this sentence by saying what is happening at the start of the story. For example, "The story begins when Moana graduates from space training school!"
13. The guide deals two secret *Awesome Cards* and one secret *Idea Card* to each player. Put the remaining *Awesome Cards* out of play.



To Play

1. The storyteller picks up a new Idea Card and adds it to their hand of secret cards.
2. The guide starts the timer, giving the storyteller one minute for their turn.
3. The storyteller continues the story from exactly where it left off.
4. When you are the storyteller, try to include the elements from your secret hand of cards in the story you create.
5. When you include one of your secret cards in the story, you can play that card. Put it down on the table so everyone can see it.
6. You can also play your cards when someone else is the storyteller. Any time one of your cards turns up in the story, you can play the card, no matter who is talking!
7. You can only play one Awesome Card each turn.
8. You can play as many Idea Cards as you like each turn.
9. When the guide says time is up, the storyteller stops talking - even if they were in the middle of a sentence.
10. The storyteller finishes being a storyteller and becomes the new guide. The player on their left becomes the new storyteller.
11. Return to step 1 and continue playing!

To Win

The first player to put down all their cards is the winner.

They get to finish the story by describing how the main character finally achieves their goal!

(Or maybe the main character gives up on the goal entirely? They can decide!)