

# shorts

## objective

Click draw and use the cards to inspire a short story, combining elements of setting, tone, type, and a plot.

## set up

1. Determine the short story length. It could be 100-10,00 words.
2. Determine a time limit for writing the stories based on the decided story length.

**Recommended:** 150 words in 15 minutes.

## gameplay

1. **Draw:** As a group, or individually, draw a card for Setting, Tone, Type, and Plot.
2. **Write:** Players have the designated time to write a short story that incorporates all four elements drawn.

**Optional:** Vote for the shorts that are “Most Creative,” “Most Entertaining,” “Best Use of Prompts,” “Best Storytelling,” “Best Twist,” “Most Impactful,” or “Audience Favorite.”

## gameplay tips

1. Stay positive.
2. Think outside the box and put a unique spin on your story.
3. Adapt for different skill levels by adjusting the time limit or story length.
4. Have fun!

## writing tips

1. **Strong Hook:** Your opening sentence or paragraph should immediately capture the reader's interest and give a hint of what the story is about.
2. **Clear Theme:** A central theme can give your narrative focus and depth.
3. **Memorable Characters:** Develop well-rounded characters who are interesting and evoke emotions in the reader.
4. **Show, Don't Tell:** Use descriptive language to show what's happening in your story. Let the readers see, hear, and feel the story through your words.
5. **Tight Plot:** Every sentence should serve a purpose. Avoid unnecessary details that don't move the plot forward or develop your characters.
6. **Climax:** Lead your story to a pivotal moment that changes something for your characters or their world.
7. **Satisfying Ending:** Even if it's open-ended, your ending should provide some resolution or insight into the characters or theme.
8. **Edit Ruthlessly:** After writing your first draft, go back and cut out any extraneous words or details. Short stories are all about economy.
9. **Play with Perspectives:** Experiment with different points of view to find the most compelling way to tell your story.