

Rules

Finishing the Game

Once all the slots have been filled, the player with the most tokens on the board becomes the storyteller! This means that they can name the story and tell it – either to the other players or to friends and family. If they don't want to tell the story, they can choose another player to do it in their place. The storyteller also gets to choose the story's ideal medium: is this pitch for a video game? A Streaming TV series? A movie trilogy?

As the storyteller explains your masterpiece, listeners should ask themselves: does the story make sense? Are there any unresolved plotlines or glaring plot holes? Would they pay for this story? If listeners agree that the story makes sense and works well, the players win! But if the story doesn't make sense – if there are glaring plot holes, if nothing is resolved at the end, or if it's just plain boring – then it's back to the drawing board. Either way, write your story down if you can – you never know when you might need a good Space Pitch!