

HOW TO PLAY

Your team's goal in Story Bowl is to guess as many 3-word micro-stories as possible. Each round, you'll give clues to guess the same 18 micro-stories. Guessing will get easier as you remember each micro-story, but clue-giving will become harder each round! Round 1 is speaking, Round 2 is silent acting only, and in Round 3 you can only say one word!

SETUP

- 18 Story Bowl prompt cards
- 18 Blank slips of paper
- An empty bowl
- Pens for everyone
- A timer
- 2 included scorecards

Deal the prompt cards and paper amongst the players. It's ok if some players end up with one more than others.

For each prompt card a player has, they write down a 3-word micro-story on the corresponding paper then add it to the bowl. (ex: For the prompt "A time you were injured" you might write the words "knee bicycle scrape")

- Avoid words players may not know
- If you get stuck just write down 3 random words

Split up into two teams. It's ok if one team has an extra player.

ROUND 1 | SPEAK | 60s TURNS

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Teams **alternate taking 60-second turns**. During each turn, one clue-giver gives verbal clues to try to get their team to **guess as many micro-stories as possible before time runs out**. The clue-giver can say anything that isn't part of the micro-story (ex: "joint in the middle of your leg" for "knee," "vehicle you pedal" for "bicycle," etc.)

Their team has to **say ALL 3 WORDS on the micro-story** (in any order) to correctly guess it. When your team guesses correctly you should **set the micro-story aside from the bowl and quickly grab another micro-story**. Try to guess as many micro-stories as possible during your turn. Passing is not allowed.

Important: If you pick up a micro-story but time runs out before you guess it correctly, put it back in the bowl immediately! Micro-stories must be correctly guessed to escape the bowl!

After each turn, the clue-giver should repeat the 3 words on each micro-story they guessed to help everyone remember. Then add the number of micro-stories your team got correct to your score on your scorecard.

Once the bowl is empty (every micro-story has been correctly guessed) the round ends.

ROUND 2 | ACT | 45s TURNS

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Are we having fun yet? OK **put all the same micro-stories back in the bowl!** You probably remember some of the micro-stories, which will make guessing easier, so we're making clue-giving **HARDER!**

The rules are the same as in Round 1, **EXCEPT** instead of speaking to give clues, now you **give clues through silent acting (charades)** and turns are only **45 seconds** long.

ROUND 3 | SQUEAK | 30s TURNS

Last round, and the hardest! **Use the same micro-stories again**, but this round you can only **say one word** (that isn't part of the micro-story) to get your team to guess the entire micro-story. Turns are **30 seconds** long. Using gestures to act out the clue is cheating, but you can show your team how many of the 3 words they've guessed so far using your fingers.

WINNING

After Round 3, the team that has guessed the most micro-stories wins. If you have more time, play an extra round (see "Extra Rounds"). Once you're done playing, have everyone share the full stories behind their micro-stories!

EXTRA ROUNDS | 20s TURNS

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Want to keep playing? After Round 3 add one of these additional rounds with a **20-second time limit**:

- **Ghost Story:** Give silent clues from underneath a sheet or tablecloth
- **Broken Record:** Repeatedly make a single sound (but it can't be a word)
- **Face Charades:** Give silent clues where you can only move your face
- **Puppet Show:** Give clues using only your hands from behind a couch or chair
- **Statues:** Clue-givers silently strike a pose. Everyone else must close their eyes while they get into the pose
- **Flamingo Charades:** Similar to charades, but clue-givers must stand on one leg while acting out clues
- **Marionnette:** Choose a volunteer from the other team, then use their body to act out clues by gently putting them into poses