

Slate Cards

These orient you to whose life you're thinking about. Don't know much about the person? That's okay. Let yourself wonder. Try starting with, "I don't know for sure, but I imagine that my grandmother..." Or, "I wonder if my grandfather..."

Coffee Cards

These orient you to seasons of life. "Spring" can mean April or May, or it can mean the springtime of life. Likewise, "Summer" can mean August, or it can mean the summer of your life. And so forth. You will find other "seasons" as well. We spend years and years in these seasons.

Ruby Cards

By evoking the person and the season, slate and coffee cards lead you to the door of memory. Ruby cards open that door.

Remember.

The Storymatic®
Rememory™

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Remember.

The Storymatic®
Rememory™

A LIFETIME OF
MEMORIES IN ONE
LITTLE BOX

HOW IT WORKS

Draw one **slate** card.
Draw one **coffee** card.
Draw one **ruby** card...
and *remember*.

Look at each card as you pick them, or look at them all at the same time. Each way feels a little different. The first way funnels you into memory. The second way lets memory sweep across you.

SHARING MEMORIES HELPS
OTHERS KNOW YOU BETTER.
AND IT HELPS YOU KNOW
YOURSELF BETTER, TOO.

What to Do

Rememory Singular

By yourself? Explore your memory, and if you like to write—write! Memoir, poetry, essays, even fiction. Your memories can take you just about anywhere, and you can make almost anything. Paint, sing, dance, draw!

Rememory Plural

With friends? Family? Colleagues? Get to know each other better by sharing memories. Each person can draw three cards, or you can share the same three cards.

**TAKE A DEEP BREATH BEFORE
DRAWING CARDS. THIS
HELPS MEMORIES FIND YOU.**

Rememory Games

**Want some easy, fun,
noncompetitive games?**

Real or Fake

Put slips of paper in a hat. One slip is marked X. Pick slips (keep them secret), then draw cards and share memories—except that whoever has X invents a memory. Everyone jots down who they think is the X. Correct guesses get a point. The X gets a point for each wrong guess. (You can also play *Fake or Real*—everyone fibs but the X.)

Follow Up

One person tells a memory. Everyone takes turns asking questions about the memory. The teller answers the questions and then decides which question was “best.” That person gets a point.

Memorymatic

Circle up, A-B-A-B-A-B. Draw cards for the group. Each A whispers a memory to the B on his or her right. Okay, B's: what you just heard? Pretend it's your own memory. Whisper it to the A on your right. (Begin with, “I remember...”) Now it's your turn, A's: whisper “your” memory to the B on your right. And so on. Go until each memory returns to its actual owner. What changes occur? Now switch, so B's start.

**IT'S OKAY IF WHAT YOU
REMEMBER FEELS SMALL. SMALL
IS *BIG*. EVEN SMALL MEMORIES
CAN ILLUMINATE THE GREAT
THEMES OF OUR LIVES.**

**STORYMATIC STUDIOS'
FAMILY OF CREATIVE
PROMPTS AND GAMES**



Pick a few cards and watch a story take shape before your eyes. How you tell it is up to you. Write it, draw it, act it, sing it!