

– SCENARIUM RULES –

Welcome to Scenarium, a storytelling game.

The second smartest person in the room begins the game as the first director.

The director takes the top card and reads the scenario aloud.

The director then chooses one of the four actions: Name it, Tell it, Show it, or Play it, and then reads that prompt aloud.

Players have one minute to think/draw/find their inspiration.

Players then give their answers one at a time, starting with the player to the left of the director.

The player with the best answer, according to the director, wins the card.

After awarding the card, the director passes the deck to the player on their left, who becomes the new director.

The first player to collect five cards wins.

– SCENARIUM ACTION TYPES –

Name it: Come up with the best possible names for the items described.

Tell it: It's a story. Tell it. Wax poetic.

Show it: Draw, take a photograph, find an image on your smartphone. Show something.

Play it: This is your Oscar moment. Find your light and act it out.

The director is in charge of choosing the action for the round, and their decisions about whose answers are "best," are final.

The scenario:

These two guys are fighting in a vineyard.



Photo by ODHD - Creative Commons Attribution License

Name it: The vineyard, the region where they are fighting, and the fighting technique.

Tell it: What are they fighting over.

Show it: A wine bottle label from this vineyard.

Play it: The argument that started the fight.

The scenario:

Your buddy Dave goes to work to find scores of radicals protesting in front of his office.



Photo by Matt Dinnery - Creative Commons Attribution License

Name it: The group that has gathered, the company that Dave works for.

Tell it: Who is Dave? How do you know him? What did he do?

Show it: Any other placards from the protest.

Play it: one of the protestors – possibly the one with the megaphone.

The scenario:

In a world ravaged by war, the survivors must emerge from their shelter to rebuild.



Photo by Bob Jagendorf - Creative Commons Attribution License

Name it: The novel (or the film), and the scourge that forced them to hide.

Tell it: The story of the survivors.

Show it: The banner that they hang from the factory during their finest moment.

Play it: The speech that the leader gives to encourage the survivors to keep fighting.

The scenario:

A young woman from a small town gets involved in her local roller derby league.



Photo by Bob Jagendorf - Creative Commons Attribution License

Name it: The roller rink where they practice, the team name, and the young woman's stage name.

Tell it: Why does she join the team, and what happens next.

Show it: The team's logo.

Play it: The captain's speech to the team before the big match.

The scenario:

A brilliant, young analyst gets hired into a company. This poster hangs in the lobby:



Photo by dullhunk - Creative Commons Attribution License

Name it: The company, the analyst, and the department that the analyst works in.

Tell it: What does the company do?

Show it: The company logo.

Play it: The moment when the analyst realizes that this place isn't everything it appears to be.

The scenario :

A cocky billionaire playboy may have met his match when he meets Katarina.



Cover art by Harlequin Intrigue Books - www.harlequin.com

Name it: The novel, and the ski lodge where they meet.

Tell it: How she tames this man who would not be tamed.

Show it: The place where they first make love.

Play it: The moments just before they succumb to their passions.

The scenario:

An indie coming-of-age romance that takes place at a zoo with a gondola ride.



Photo by tyger lylie - Creative Commons Attribution License

Name it: The Zoo, the movie, and the wise old zookeeper.

Tell it: The plot of the film.

Show it: The sign at the entrance to the Zoo.

Play it: The scene where the main character “comes clean.”

The scenario:

A private eye gets caught up with a gorgeous dame who’s in trouble.



Cover, Ten Detective Aces, November 1945, art by Albert Drake

Name it: The story, the private dick, and the dame.

Tell it: What’s her story, see?

Show it: The clue that breaks the case.

Play it: The first time the dame meets the dick.

The scenario:

War has broken out between the gods, and the future of humanity is at stake.



Photo by *saipal - Creative Commons Attribution License

Name it: The story, and the tool that humanity uses to turn the tide of the war.

Tell it: What began the war between the gods, and who ended up on each side.

Show it: The location of the final battle.

Play it: The moment when humanity had to choose a side.

The scenario:

Through the intricacies of English peerage, you’ve inherited a minor Barony.



Photo by Matthew Pierce - Creative Commons Attribution License

Name it: The location of the Barony, the manor house, and the words on the family crest.

Tell it: The circumstances that led to you to inheriting the Barony.

Show it: Your family crest.

Play it: Your first speech as Baron/Baroness, in the House of Lords.

The scenario:

You wake up and your backyard is covered with these things:



Photo by rosmary - Creative Commons Attribution License

Name it: What are they.

Tell it: What do they do.

Show it: How did they get here.

Play it: Your pitch to investors.

The scenario :

A musician releases his debut album. This is the cover.

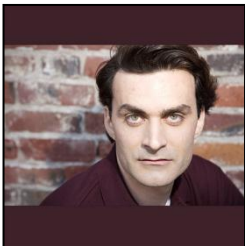


Photo by ivanilicphotos - Creative Commons Attribution License

Name it: The artist, the album, and the #1 single.

Tell it: The rollercoaster journey of this artist from the beginning.

Show it: The cover of his second album.

Play it: Backstage in the green room before the show.

The scenario:

To find a killer, Dan has to go inside the cutthroat world of competitive eating.



Photo by Joel Telling - Creative Commons Attribution License

Name it: The TV show, the episode title, and the sponsor of the main eating event.

Tell it: The murder, and whodunnit.

Show it: The logo of the event.

Play it: Dan realizes who the killer is in the midst of the competition. A chase ensues.

The scenario:

One of these shipping containers contains something very dangerous. We need to find it.



Photo by Jim Bahn – Creative Commons Attribution License

Name it: The dangerous item, the company that shipped it, and the ship captain.

Tell it: What would happen if the item fell into the wrong hands.

Show it: The dangerous item.

Play it: The handoff where the smugglers unload the item.

The scenario:
To save the Prime Minister’s son, you have to enter, and win, an ice sculpture competition.




Photo by flickr4jazz – Creative Commons Attribution License

Name it: The competition, where it is held, and the person who has won it three years in a row.

Tell it: How, exactly, is winning this competition going to save the Prime Minister’s son?

Show it: The sculpture you carve in the finals.

Play it: You, explaining and presenting your final work to the judges.

The scenario:
This unicorn is being kept, in secret, on a farm in eastern Kentucky.



Photo by Rob Boudon - Creative Commons Attribution License

Name it: The unicorn, the person who captured it, and the farm where it is being held.

Tell it: How did these people capture a unicorn and what are they planning to do with it?

Show it: The sign at the entrance to the farm.

Play it: A team of people helping the unicorn to escape.

The scenario:
An indie film about a blind runaway that builds beautiful gingerbread houses.



Photo by moonlightbulb - Creative Commons Attribution License

Name it: The film, and the headline of the film review in the New York Times.

Tell it: How the runaway discovered her talent and how it saves her in the end.

Show it: The gingerbread house from the finale.

Play it: The scene where she realizes that she was born to be an artist.

The scenario:
Pictured is the “ladies uphill” event at this cheese-themed fair.




Photo by Mike Warren - Creative Commons Attribution License

Name it: The festival, the town it is held in, and the three events that determine the cheese queen.

Tell it: The history of the festival.

Show it: The t-shirt that all participants received this year.

Play it: The mayor’s speech, officially opening the fair.

The scenario:
There are six cats in the United States that have never been on the internet. This is one of them.



Photo by TheSeeker’sBroom - Creative ommons AttributionLicense

Name it: The cat’s name, his owner’s name, and what the owner calls the cat.

Tell it: Why has this cat never appeared online?

Show it: The cat’s favorite toy.

Play it: The owner, trying to give the cat a bath.

The scenario:
This 97-story building will be the world’s first self-sustaining city – if it actually opens on time...




Photo by Irargerich - Creative Commons Attribution License

Name it: The building, its location, and the architectural firm responsible for the design.

Tell it: What would prevent it from opening on time?

Show it: The blueprints of one of the floors.

Play it: The lead architect when they learn that the opening might be delayed.

The scenario:
There are over 1,000 pubs in the Dublin area, and this one is owned by a mobster.




Photo by kevinspencer - Creative Commons Attribution License

Name it: The bar, the owner, and the hot bartender.

Tell it: How the mob boss finally gets caught.

Show it: The sign over the door of the pub.

Play it: When the bartender confronts the owner about something s/he shouldn’t have seen.

The scenario:
You have been invited to train with an elite team.




Photo by The U.S. Army - Creative Commons Attribution License

Name it: The name of the team, their mission, and your code name.

Tell it: Who is the team, and why did they pick you?

Show it: Last year’s t-shirt for the annual picnic.

Play it: Your first day on the team, and the incident that gets you your nickname.

The scenario:
Like crows, ravens recognize human faces. These ravens recognize Erica Waters.



Photo by gravitat-OFF – Creative Commons Attribution License

Name it: Where Erica lives, where she works, and her job title.

Tell it: Who is Erica Waters and what has she done?

Show it: How the ravens came to recognize her.

Play it: Erica, interacting with the ravens.

The scenario:
This candle maker is coming out with a new series of scented candles.



Photo by The Greenery Nursery-CreativeCommonsAttributionLicense

Name it: The new series theme, the series name, and the two most popular scents.

Tell it: Why is the candle maker going in this new direction.

Show it: The ad announcing the new line in Candles Monthly.

Play it: A sales agent promotion the new series of candles.

The scenario:
The Origin of Species is the most famous book about the Galapagos. Second is a book of poems.



Photo by lightmatter - Creative Commons Attribution License

Name it: The book of poetry, the author, and the title of the most-cited poem.

Tell it: Recite any one of the poems from the book.

Show it: The book cover.

Play it: The author, at a public reading and book-signing.

The scenario:
The email that ignited an international incident was sent from this internet café?



Photo by Matthew Pierce - Creative Commons Attribution License

Name it: The title of the email, who it was sent to, and what the press called the incident.

Tell it: The details of the email and what happened next.

Show it: One of the attachments.

Play it: The person that sent the email, interviewed on TV two days later.

The scenario :
A regular, hard-working Joe gets the girl of his dreams thanks to an orangutan.



Photo by humbertomoreno - CreativeCommonsAttribution License

Name it: The movie, the orangutan.

Tell it: How did the orangutan get involved? How did that help win the girl's heart?

Show it: The movie poster.

Play it: The man trying to explain his plight to the orangutan for the first time.

The scenario:
A necklace – featuring a “cursed” 25-carat sapphire – is stolen from a museum exhibit.



Photo by euthaman - Creative Commons Attribution License

Name it: The sapphire, the museum exhibit, and the necklace's previous owner.

Tell it: The plot of the TV show.

Show it: The thief's calling card.

Play it: The scene where the team accuses the thief of the crime.

The scenario:
A virulent strain of unknown bacteria must be stopped before it spreads from this isolated town.



Photo by If you dream it... - CreativeCommonsAttributionLicense

Name it: The bacteria, the disease, and patient zero.

Tell it: How the heroes stopped the outbreak from spreading across the globe.

Show it: One of the symptoms.

Play it: A person afflicted with the late-stage of the disease.

The scenario:
This memorial was erected for two people who died on the same day.



Photo by plindberg - Creative Commons Attribution License

Name it: The two people, and the event that brought about their deaths.

Tell it: Who were these people and what happened to them?

Show it: The engraving on the stone.

Play it: Their last moments.

The scenario:
A frantic phone call was placed from one of these payphones fifteen minutes ago.



Photo by Matthew Pierce – Creative Commons Attribution License

Name it: The city where the phones are, the recipient, and the one-word subject of the call.

Tell it: Who made the call, why are they frantic, and why did they use a pay phone?

Show it: The caller’s distinctive tattoo.

Play it: The call, and the moments immediately after the caller hangs up.

The scenario:
Once a year, this Zoltar machine grants a single wish.

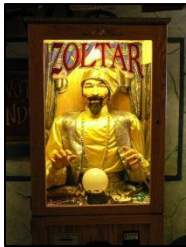


Photo by ecastro – Creative Commons Attribution License

Name it: The location of this machine, and the event that enchanted it.

Tell it: Who gets the wish this year? What do they wish for?

Show it: This year’s wish.

Play it: The person that gets the wish, and the moment that they regret it.

The scenario:
In an alternate history, a strain of escobilla wipes out all cotton in the U.S. from 1850 to 1865.



Photo by Calsidyrose – Creative Commons Attribution License

Name it: The material used instead of cotton, and the process used to harvest and process it.

Tell it: The impact this had on the Civil War.

Show it: The logo for Levi Strauss’s new cotton-less venture, founded in 1853.

Play it: A fashion writer, describing the latest looks in New York in 1863.

The scenario:
This holy person died for their cause.



Photo by carulemare - Creative Commons Attribution License

Name it: The holy person, and the issue/cause that they are now associated with.

Tell it: What did this person do to become recognized as holy? What was their cause?

Show it: The second panel of this icon.

Play it: A ceremony celebrating the life and work of this saint.

The scenario:
A teenager turns to rhythmic gymnastics and hula hooping to escape his hometown.



Photo by emmiwinx - Creative Commons Attribution License

Name it: His coach, and the routine that launches his career.

Tell it: The rise , and call, and resurrection of his career.

Show it: His costume for the big event.

Play it: His routine, and his coach’s reaction.

The scenario:
A brilliant, underappreciated novella depicts a little pig with a human soul.



Photo by wattpublishing - Creative Commons Attribution License

Name it: The name of the novella, the author, and the name of the pig in the story.

Tell it: The story.

Show it: The cover of the book.

Play it: The scene in the film adaptation where someone realizes who the pig really is.

The scenario:
This is a magic rabbit. He once worked in a black top hat. He has escaped.

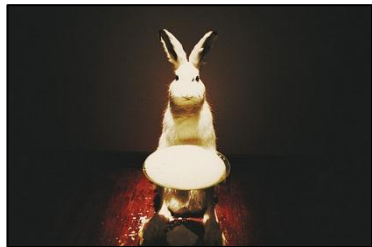


Photo by smplstc - Creative Commons Attribution License

Name it: The rabbit, the former magician that he worked with, and the magician’s biggest rival.

Tell it: What is the rabbit up to now? What are his plans?

Show it: Where the rabbit escaped to.

Play it: The magician, executing his big finale trick with the rabbit.

The scenario:
This is a scene from a new police show.



Photo by Pascal Maramis - Creative Commons Attribution License

Name it: The show, the network that it’s on, and the two main characters.

Tell it: What happens in the pilot episode.

Show it: The billboard advertising the show.

Play it: The creators of the show, pitching it to the network.

The scenario:
This woman is a hero. What she has discovered is critically important to the future of medical care.



Photo by mariachily – Creative Commons Attribution License

Name it: The thing that she discovered..

Tell it: The unusual way that the critical discovery was made.

Show it: The logo of the organization that she works for.

Play it: Her speech at an award ceremony, describing the moment she made the discovery.

The scenario:
The company in this building is designing a video game for a very specific, very niche audience.



Photo by Y – Creative Commons Attribution License

Name it: The game, and the target market.

Tell it: What is the game and how do you play it?

Show it: The intro screen for the game.

Play it: You, playing the final level, online, with a group.

The scenario:
This restaurant sells unusual and exotic cookies and even more exotic cocktails..



Photo by chad k - Creative Commons Attribution License

Name it: The restaurant, the top selling cookie, and the top selling drink.

Tell it: How do you make the top selling cookie, and how do you make the top selling cocktail?

Show it: The sampler platter, with descriptions.

Play it: The waiter, describing the daily specials to a table of new customers.

The scenario:
Years ago, this couple robbed a lumber mill and a children’s museum.



Photo by Tobyotter - Creative Commons Attribution License

Name it: The things they stole from each location.

Tell it: Why did they do this?

Show it: What they were building.

Play it: The two of them, before the robberies, creating the plan.

The scenario:
This group meets in a member’s kitchen, plotting to overthrow a common enemy.



Photo by Editor B – Creative Commons Attribution License

Name it: Their group, the enemy that they plot against, and the snacks they serve at meetings.

Tell it: One member doesn’t want to overthrow “the enemy” but they attend anyway. Why?

Show it: The flyer that they printer, promoting events at next week’s meeting.

Play it: The president of the club, kicking off this week’s meeting.

The scenario:
First Baptist Church in Maron, Alabama has an annual bazaar to raise money for the community.



Photo by D H Wright - Creative Commons Attribution License

Name it: The item that sells the most units, and the single item that sells for the most money.

Tell it: Describe the bazaar – what do they sell? What’s it like?

Show it: The blue-ribbon dish from the potluck.

Play it: The .auctioneer, describing some of the big items up for bid.

The scenario:
This house was built with money made from an infomercial empire .



Photo by fallingwater123 - CreativeCommonsAttributionLicense

Name it: The top-selling infomercial item, its celebrity endorser, and the item’s catch phrase.

Tell it: What is the item? What does it do? Why did millions buy it?

Show it: The item.

Play it: The first minute of the late-night infomercial that promotes the item.

The scenario:
Years later, with his last words, this man whispered a riddle about a hidden treasure.



Photo by Sberla_ - Creative Commons Attribution License

Name it: The man, the answer to the riddle, and the location of the treasure.

Tell it: What was the riddle, and how does it lead hunters to the treasure?

Show it: The treasure, and its hiding place.

Play it: Treasure hunters, discovering the hidden location.

The scenario:
These lakeside summer campers have no idea that their camp is home to a terrifying killer.



Photo by George Ploaie – Creative Commons Attribution License

Name it: The camp, the lake, the killer, and the killer’s weapon of choice.

Tell it: Who is the killer and why are they killing the campers?

Show it: The sign over the arts-and-crafts cabin.

Play it: A bunch of campers, sneaking a drink or two in one of the cabins before dark.

The scenario:
This autograph hunter has an incredible collection, including several rare specimens.

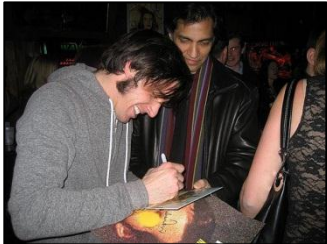


Photo by jordanfischer – Creative Commons Attribution License

Name it: The two most prized autographs in his collection, and what items they signed.

Tell it: How did he get his rarest, most prized autograph.

Show it: His favorite signed item.

Play it: The hunter acquiring the rarest autograph in his collection.

The scenario:
This couple went on to become two of the most notorious pirates to ever sail the Caribbean.



Photo by robfromamersfoort – Creative Commons Attribution License

Name it: The two pirates and their ship.

Tell it: Their most daring adventure: what they were after and how they got it.

Show it: Their unique pirate flag.

Play it: The two pirates announcing their presence before boarding their target’s ship.

The scenario:
This woman once danced on Broadway, but she only danced in a single show.



Photo by mikebaird - Creative Commons Attribution License

Name it: The only show she ever danced in, her role, and where she’s living now.

Tell it: Why did she walk away? What is she doing now?

Show it: The playbill for the show.

Play it: The speech she gave when she walked away from Broadway.

The scenario:
He swore this was the last time. He walked away vowing never to return. She knew he’d be back.



Photo by DieselDemon - Creative Commons Attribution License

Name it: Where he left, where he went, and what he comes back for.

Tell it: Why was he leaving, and why will he return?

Show it: The place he’s leaving – the one he will return to.

Play it: His inevitable return.

The scenario:
You have been tasked with creating a reality show based on an old-timey profession.

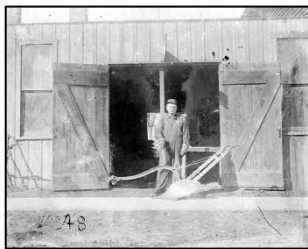


Photo by IMLS DCC - Creative Commons Attribution License

Name it: The show, and where it takes place.

Tell it: Why did you pick this profession? What makes the show compelling?

Show it: The one-sheet ad promoting the show.

Play it: Your pitch to network executives.

The scenario:
You smuggled something across the border. It’s not dangerous in itself, but if properly combined...



Photo by akasped - Creative Commons Attribution License

Name it: The border that you crossed, the item you brought back, and what you hid it in.

Tell it: If combined with what? What have you done?

Show it: The item.

Play it: How you snuck it past the border guards?

The scenario:
This is a beard. There are many like it, but this one is his.



Photo by Andrew-Hyde - Creative Commons Attribution License

Name it: The guy, what he calls his beard, and what’s playing on his headphones.

Tell it: Why grow a beard? Are you hiding something?

Show it: The ideally-trimmed version of his beard.

Play it: Your best check-out-my-sweet-beard look.