

# Setup

## 1. Hand out Paper and Pens

Give everyone a full sheet of paper and something to write with.

## 2. Choose a Referee

Select one person to be the referee and scorekeeper. Normally, the referee sits out and acts only as umpire, but if you have only three players, the referee should also play.

## 3. Write a Starting Sentence

To begin the game, the referee writes down the first sentence of a new story and then reads that sentence aloud.

# Each Round

## 1. Write

Each player writes down a possible next sentence for the story. The goal is to write a sentence that ends up being similar to other players' sentences, but nobody is allowed to communicate before writing.

When you finish writing your sentence, slam your pen down to show the referee that you are done.

## 2. Read

Going clockwise, everyone reads their sentences out loud. In the first round, the player to the left of the referee reads first, and after that, the starting position rotates clockwise.

## 3. Group

The referee decides which players wrote sentences with similar content. If two or more players wrote similar sentences, those players are considered to be part of a group.

For example, if the story so far is "The sun was rising over Central Park" and the three players write:

- A. I was out for an early jog before work.
- B. Hundreds of New Yorkers were jogging and doing yoga.
- C. Meanwhile I was trapped in a Moroccan dungeon.

Players A and B are in a group together.

#### **4. Score**

Everyone in the biggest group (the one with the most players) scores a point. If multiple groups are equally big, then everyone in those groups scores a point. If there are no groups, no one scores a point.

#### **5. Add to the Story**

After tallying points, the referee writes down whichever sentence from the winning group(s) was read first, and that sentence becomes the next official sentence of the story. If there are no groups, then whichever sentence was read first becomes the next official sentence.

## **End**

#### **1. Write “The End”**

In any round, you can add the phrase “The End” to your sentence.

If half or more of the sentences in the winning group include “The End,” then the game is over, and the final official sentence is the earliest read sentence in the winning group that includes “The End.”

On the other hand, if fewer than half of the sentences in the winning group include “The End,” then the game continues, and the next official sentence is the earliest read sentence in the winning group without “The End.”

For example, if this is the winning group:

1. The lawyer decided to go to plumbing school.
2. Changed forever, the lawyer decided to become a plumber. The End.
3. The lawyer quit his job and became a plumber. The End.

All three players score a point, the game ends, and the earliest read sentence with “The End” (Sentence 2) becomes the final sentence of the story.

As usual, in a round with no groups, no point are scored, and the next official sentence is whichever sentence was read first. If that sentence includes “The End,” then the game is over.

#### **2. Title the Story**

When the game is over, the player with the most points wins and gets to make a title for the story. If there is a tie, the tying players make up a title together.