

Flying Home for Spring

In this storytelling game, the players recollect a shared memory that never was while creating a nest for it. There is no aim beyond telling a story that is satisfying to everyone playing. The nest that players draw together while telling the story serves as both a constraint to help them be creative and a way to remind each other of ideas that are already present in the story.

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PLAYTIME: 10-30 minutes.

SETUP: Choose a different colour of pen (or other drawing implement) for each of these story elements; characters, places, events.

Lay out a sheet of paper, or a whiteboard.

Choose someone to go first. We like to spin one of the pens to determine this.

EACH TURN: Draw a straight line intersecting with at least one other line. (Disregard this on on turn one.)

Choose a story element that matches the colour of the line drawn (character, place or event) and describe it in relation to every story element it crosses.

Play passes clockwise to next player.

END: Many games will end naturally when all players feel satisfied. However, if one player wants to finish the game they may say "I'm ready to nest now," and everyone, including the nester, may take one more turn.

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Mynd Home for Spring

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TIPS & CLARIFICATIONS:

Speak in the past tense and assume that all the players were present (e.g. "Remember that time we..."). This will help the story feel like a shared memory.

We recommend not labeling the lines that you draw. Firstly, this makes the nests look much nicer when they are finished, but it also gives players more of an opportunity to discuss the story as they will likely forget what some lines mean and need to ask each other.

Feel free to mention places, characters or events before there is a line for them. Other players may later want to add a line to elaborate on these.

Try not to turn or reorient the page as this can often make it difficult to remember what each one means.

If you think an element is important to the story (or you would like it to be), then use a longer line. This will make it easier to connect this element to others. If you need to you can always extend lines later to make them intersect. For example, if someone draws a line and begins describing the story element it represents and then realises that it should have connected to another line, they could extend that other line so that it does connect.

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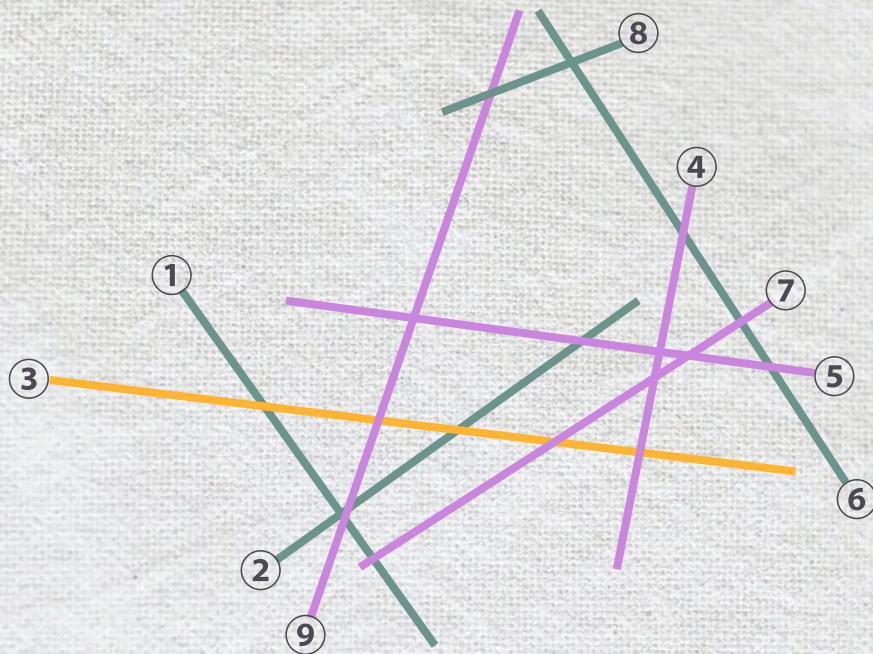
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EXAMPLE GAME:

We have chosen orange for characters, green for places and purple for events.



- ① Remember the time we found the fairy garden?
- ② Yeah, the one with the walls of ivy and the throne of roses.
- ③ The Fae Queen was there atop the throne.
- ④ She tasked us with a quest.
- ⑤ The quest was to nourish her rose throne which was dying.
- ⑥ We must travel to the highest mountain peak to retrieve the purest snow melt.
- ⑦ The Queen opened a portal from the garden to the mountain.
- ⑧ We scooped the melt into buckets woven of ivy.
- ⑨ We returned to water the throne, and new buds appeared.

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