HELLO AND WELCOME!

PRINT & PAPER: best on white paper, size A4 or Letter, portrait format

CHECKLIST 'SILLY STORIES' : (contents for 2 or more players)
- checklist & game rules (1 page)
- 1 set of letters (1 page)
- 1 spare set of letters (1 page)

Cut out **letters (1 set = 36 letters: 1x A to Z plus 2x A,E,I,O,U and 6 wildcards)** -
best playing if you put/stick items on thicker paper, cardboard or wood.
You also need **paper and pen** to write down scores.

SILLY STORIES – object of the game

Form a word or a creative „silly" story with as many letters as possible and score the most points!
*Editor's note: our game testing rounds showed that it's mainly about the FUN with the stories :-)

SILLY STORIES – start of the game

- Choose how many rounds you will play (or just start playing...)
- Shuffle all letters and wildcards face down on the table.
- The startplayer (youngest, eldest, smallest, tallest,…) begins. Proceed clockwise.

SILLY STORIES – course of the game

1) Turn over a letter in turns and put them face up in the middle of the table until **11 letters** are disclosed.
   If you draw a WILDCARD, it's yours: place it in front of you. (Wildcard is not part of the 11!)
2) When 11 letters are revealed and it's your turn: you may say „STOP" or turn over another letter. If you turn
   over another letter – it's the next player's turn: say „STOP" or turn over......
3) The player who says STOP takes all the disclosed letters (and his own wildcards)
   and forms a **word** or a **story** with them. You may use the wildcard for any letter.
   Write down the number of all used letters (and wildcards).
4) Pass on all letters to the next player (without your own wildcards!). Now that player forms a word or a story
   (plus his own wildcards). Of course it has to be another word or another story......
5) Play until everyone has formed words/stories and scored points for their used letters (and wildcards).
   When a round is finished, shuffle ALL letters and wildcards again face down on the table.
   A new startplayer begins (left to the previous startplayer).......
6) The player with the most points wins.

(game variations: use an additional set of letters, set a time limit for forming stories)
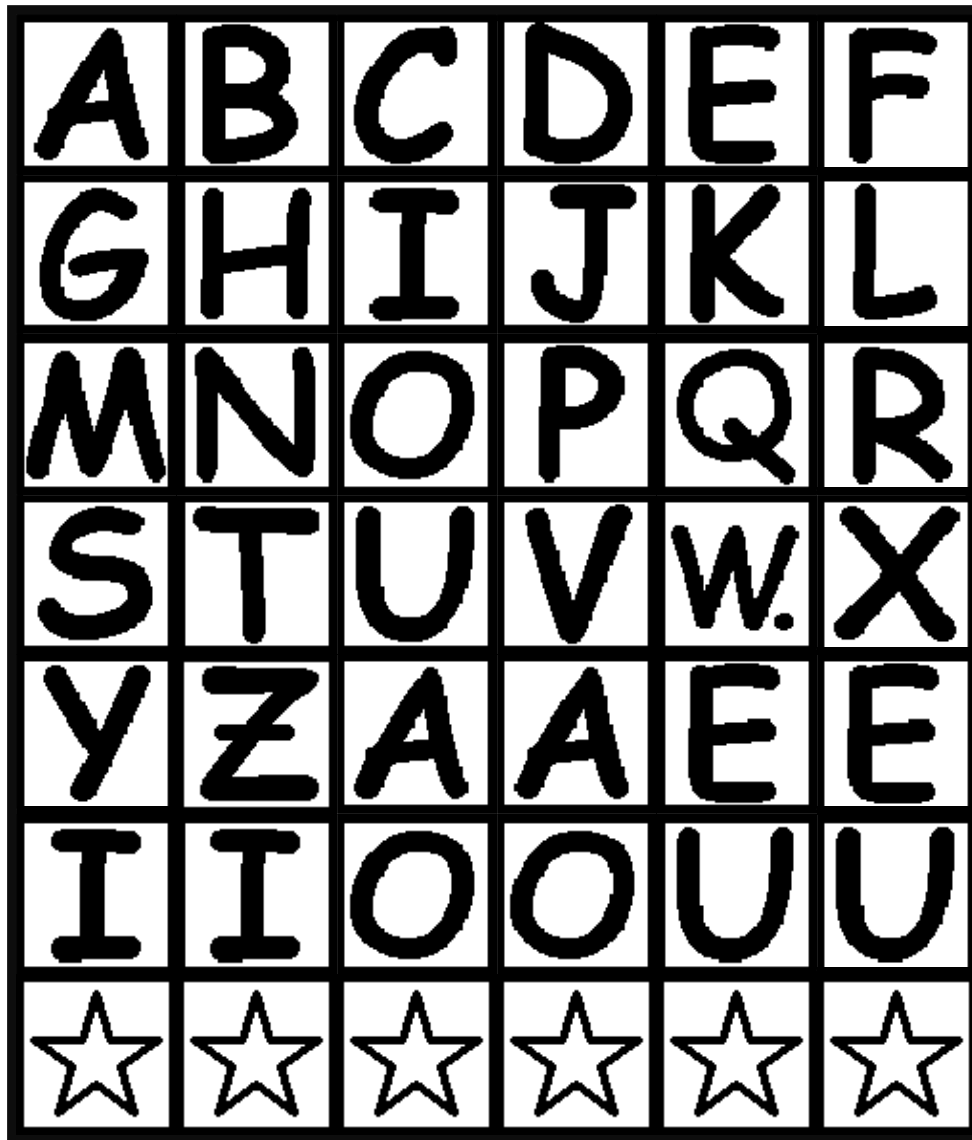
LETTER-RULES:
- Each letter/wildcard can be used as a ligature (double letter e.g. O=OO, wildcard=RR), but you get only 1 point.
- Q = QU, but you get only 1 point.

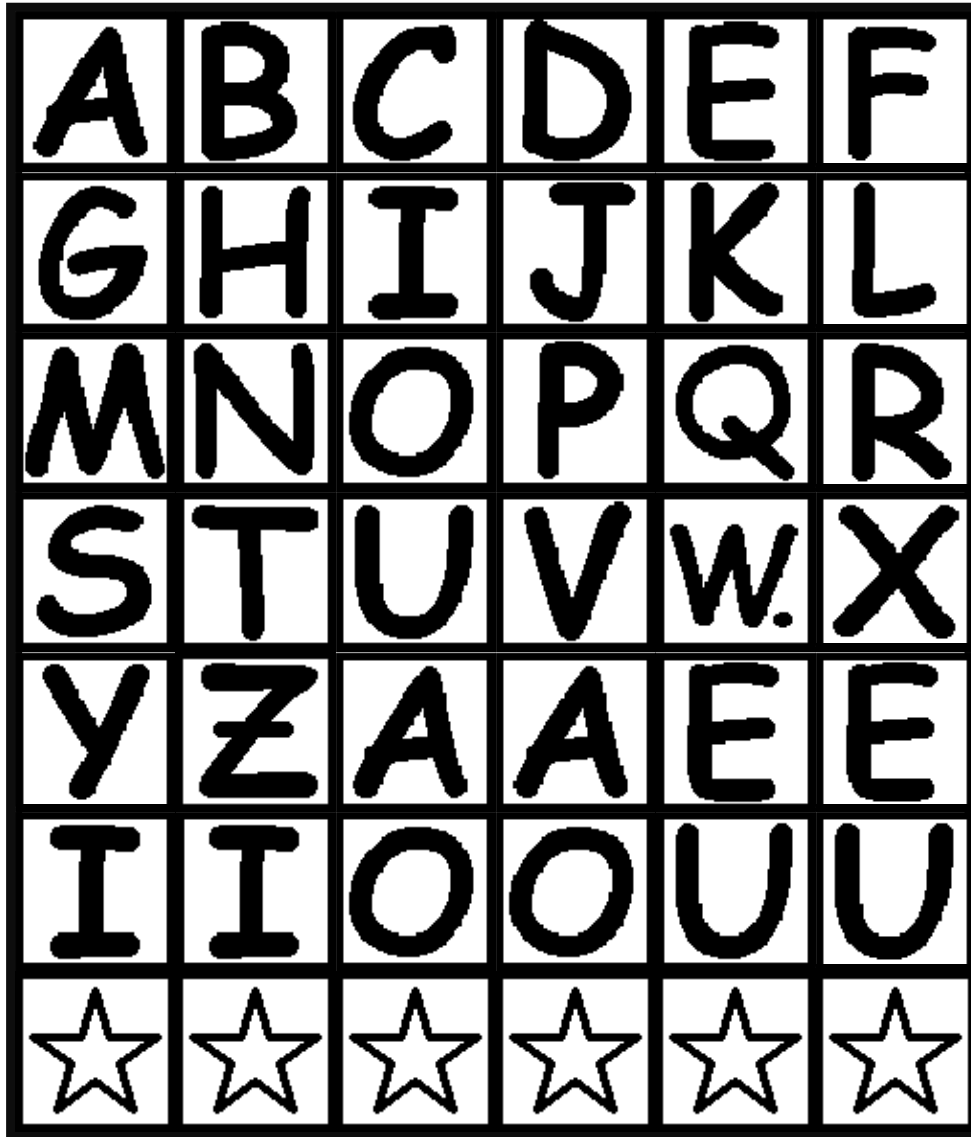**WORD / SENTENCE / STORY – RULES:**
- You may form **ONE word** (preferably a long one) and score points for it
  or rather try to form a sentence / a story with even more letters...
- A sentence / a story has to consist of **3 words minimum**.
- During one round: you must **not use any word from the previous player** for your story (sentence, word).
  You may use only **one word from the one before the previous** player!
- Proper nouns, foreign words, slang words,… may be used, if all players agree.
- Grammar is not important in this game :-)
- Players may help each other :-)

**The words/sentences/stories may be and sound very creative and abstract – but you have to explain it to the
other players in a reasonable way! Examples from our„Silly Stories" game parties:**
Hipie in flapmouseszo (A hippie is visiting a zoo for a newly discovered mouse species)
Waly to YetiJoe (Start of a radio message between secret agents with their aliases)
Pa Hul me EU (My dad works in Hull, I work in Brussels for the European Union)

Set of letters:

A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W.	X
Y	Z	A	A	E	E
I	I	O	O	U	U
☆	☆	☆	☆	☆	☆

Additional set of letters:

A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W.	X
Y	Z	A	A	E	E
I	I	O	O	U	U
☆	☆	☆	☆	☆	☆

FINISHED! Thank you for using our services. HAVE FUN!