

# HOW to PLAY

# NANO FICTIONARY.

THE CARD GAME OF TELLING TINY STORIES

## OVERVIEW

**Concept:** This is your big chance as a writer. You are alone in an elevator with a big shot Hollywood executive. Can you pitch a compelling story before the doors open and the busy executive walks away?

**Structure:** This game has three phases: Brainstorming, Storytelling, and Voting.

**Number of Players:** 3-6



## SETUP

**Sort, Shuffle & Seed:** Separate then shuffle each of the four Story Element decks, and arrange them in a line in the center of the table. Create an initial discard pile for each deck by placing a card of each type face up next to each deck. Each player gets a starting hand of five cards: two Characters, one Setting, one Problem, and one Resolution.



**Number Cards:** If there are fewer than six players, set aside the unneeded cards, then sort the Number cards and stack them with the lowest number on the top, near the other four decks.

**Who Goes First:** The player with the shortest name takes the first turn. Play then proceeds in clockwise order.

## BRAINSTORMING PHASE

**Brainstorming:** The cards in your hand will make up the story you will present later. First you will take turns drawing and discarding to adjust the story to your liking. When you feel your story is done, take a Number card. Working on your story longer will give you extra cards to use, but also gives you a disadvantage if there is a tie.

**Turn Options:** During your turn, do one of the following:

- Draw, Then Discard:** Draw a card of any story element type, add it to your hand, then discard one of your cards. You can throw away any card you choose, but remember that all stories must contain all four story elements, so you should be sure to keep at least one of each type in your hand at all times.
- Declare Completion:** If you feel your story is ready to go, you may declare yourself done with this process. Take the lowest Number card available, then sit back and wait for the others to do the same. While you wait, you can ponder how you'll connect your story elements during the next phase.
- Fresh Start:** You may also choose, as your turn, to draw as many cards as you have in your hand and discard all of your old cards.

**Picking Up Discarded Cards:** Any time you draw a card, you may choose the top of the draw pile or any card in the discard pile. Discarded cards should be kept spread out and sorted by type.

**Gaining Cards:** Each time a player grabs a Number, all remaining players add one card to their hand of whatever type they choose. This gives later players more options; however, it is also advantageous to be the player who finished preparing their story faster (see Tie-Breaker rule).

**Last Turn:** When everyone else has declared completion, the last player gets one final turn and must then be done.

## STORYTELLING PHASE

**Storytime:** After everyone has declared completion, players take turns presenting their stories. Go in the same order you took your Number cards. Reveal your cards as you get to each part of your story. Be brief: remember you only have as much time as an elevator ride!

**Editing:** If you find, as you are telling your story, that you just can't include one or more of your cards, feel free to discard them. Just make sure your story has at least one of each of the four card types.

**Embellishing:** It's OK to invent additional Characters, Problems, Settings, and Resolutions, as needed to fill in the gaps, but don't go overboard. Be sure to keep the focus on the actual cards in your story.

**Altering:** Keep in mind that the illustrations on the cards are just suggestions – do not feel restricted by them. If a card suggests that a Character is male or female, you can change it. Similarly, it's OK to alter numbers and quantities, changing a group of something into just one, or pluralizing something singular. In some cases, several character cards might all end up as one character in your story. For example, the Troubled Loner could end up being elected President, or he might at least become the Assistant Manager (or even both). This is perfectly acceptable.

## VOTING PHASE

**Voting:** After everyone tells their story, players vote for their favorites. You cannot vote for yourself, and you get only one vote. When you are ready to vote, raise your hand, pointing upwards. When everyone is ready, on the count of "1-2-3-go," everyone points at another player. The most popular story wins!

**Tie-Breaker:** Ties are broken by the players' Number cards, i.e. whichever of the tied players finished earlier is the winner.

**Jurors:** Bystanders may participate in the voting process as long as they listen to all of the stories and can render an impartial verdict.

## CREDITS

**GAME DESIGN:** Andrew Looney

**ILLUSTRATIONS:** Alison Frane

**PACKAGING & LOGO DESIGN:** Other Studio

**SPECIAL THANKS:** To everyone who has playtested and suggested ideas for this game since we first started developing it fifteen years ago!



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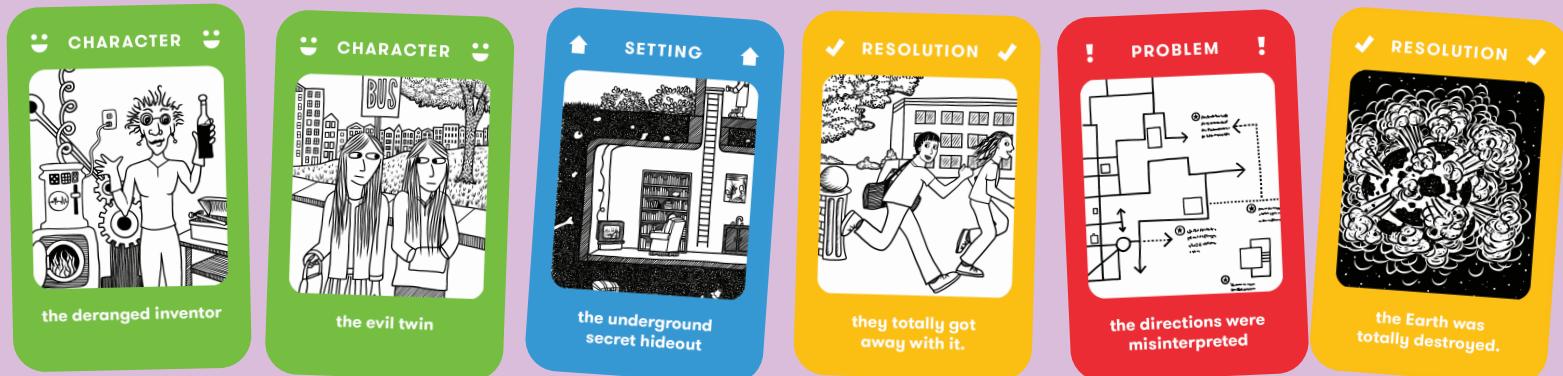
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# Which Nanofiction Would YOU Vote For?

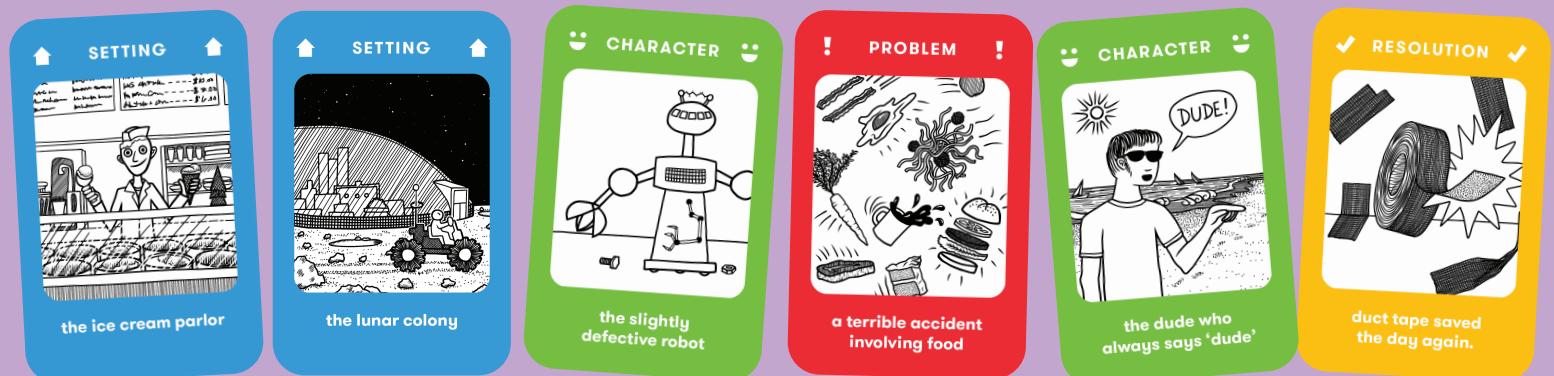
## The Stolen Machine

When the deranged inventor went out for coffee, his evil twin entered the underground secret hideout, and stole his new invention! He got away, but unfortunately, he misunderstood the machine's purpose. Mistaking it for a donut-maker, he eagerly turned it on... but since it was really a doomsday device, the Earth was totally destroyed!



## The Ice Cream Disaster

In the ice cream parlor on the moon, there was a terrible problem: the serving robot had malfunctioned! He was flinging ice cream everywhere! So they called for a repairman, and in came the dude who always says 'dude'. The dude took one look and said, "Dude! It's easy! All you need is duct tape!"



## Future Fire

The time traveler from 1888 arrived in a diner where he met a bleary-eyed waitress. She took his order, and went into the kitchen. Suddenly, she screamed! Something is on fire! Only way to rescue her: pull her through the rapidly closing time-doorway! But she discovered she preferred 1888... she decided to stay!

