



IN REPOSE

A Bed-time Story Game



by Micah J Bauer

Introduction

Every night, before bed-time, my 8 year-old daughter and I have story time. When she was younger I read stories to her. After she began school she read to me. Lately we have been really enjoying creating stories together.

After trying out a few different ways of playing story-creating games together, we came up with the following simple rules, which seem to work fairly well, for us.

How to Play

Decide who will start telling the story.

Each person takes a turn telling ten words of the story.

Anyone can finish the story on their turn if it seems like the right time for it to end.



The Bunny Party

A story created ten words at a time by me and my daughter. The regular type are my words, the *italic type are hers*.

Once, in a little village on the far side of the barn, there was a little farmer girl named Jane. She loved her garden where she grew all of her favorite *berries*. There were *blueberries, raspberries, blackberries, strawberries, cherries* and lots of other delicious fruits and vegetables which she like to *crush up into a big salad* but the *bunnies kept* having loud parties under her house so she could never *make the vegetable salad* because they'd always knock it over.

So, one night she went to town to talk to the mayor Bobby. He had a *bobby pin*. He loved it because his name was Bobby.

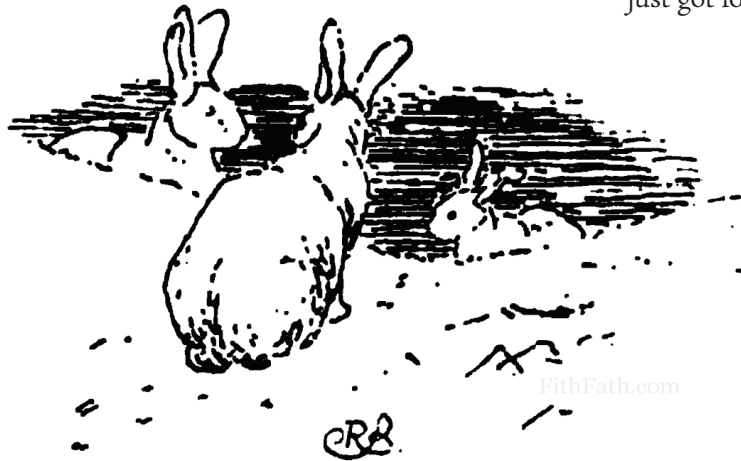
She told the Mayor that *there were bunnies having parties* under her house. The mayor sent out an official decree that all bunnies must not go away. That was no help at all because the bunnies just got louder and had even more parties.

So *she called the exterminator*, although he only exterminated bugs so that wasn't very helpful either.

Finally she decided to *buy some traps*. They only had mouse traps. "Oh well I guess these will have to do." So, she hid them *under the house inside of their balloons* so the bunnies would get trapped when they tried to blow them up or, *maybe, they will not have parties* because the traps are loud and scare the bunnies.

So, Jane thought about that, but then she noticed the *bunnies were louder* to drown out the sound of all of the traps! So, *they didn't even notice the traps*, they thought they were party decorations instead of traps, and they kept setting more of them. They kept on *popping poppers* with it. And it was the best party they'd ever had.

The End



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Story Advice

KEEP GOING

Don't think too much about what you are going to say when it's your turn.

DON'T PLAN

Don't worry about finishing your thought on your turn, just say your part and enjoy seeing how the next person works with the story that you have given them.

LISTEN

Listen to the story that's being told when it's not your turn.

DON'T INTERRUPT

When it isn't your turn, let the person telling the story tell it their way

FINISH UP

If you run out of things to say, maybe it's time to end the story.

STICK TOGETHER

Don't ignore the characters or change everything that has been said when it becomes your turn. Keep telling the story that was started.

DON'T STOP

It's more important to keep the story going than to worry about the rules. If someone says more or less than ten words, or if something they say doesn't make perfect sense there is no need to stop and try to correct them, it will just interrupt the fun.

SURPRISE THEM

Some of the best parts of stories are when unexpected things happen. You don't have to say exactly what you think the person before you wants you to say.



Game Info

Number of Players: 2-4

Recommended Ages: 6 and up

Average Game Length: 8 minutes

In Repose was designed for the 2009 *Two Games One Name* game design contest. It is free to distribute. The artwork used in this PDF is public domain. Send any questions or comments to micah@mjbauer.com. Thanks.

Closing Thoughts

In my opinion, this is a perfect game for kids and parents to play together. It's so fun to collaborate creatively with children because they think so differently from adults. It's amazing how refreshing that can be.

Ten words seems to be just the right number, too short to say something elaborate, but just long enough for a complete thought. It usually becomes a toss up between saying what you want and saying something interesting. Ten is also perfect because you can keep track on your fingers as you go.

In Repose has been mostly tested as a two player game, but I'm sure that it could be done

with more players as long as everyone involved is contributing. If the group got too large it may be too long between turns and the players may not feel like they have enough input into the story, though I have yet to test that theory.

Although my 8 year-old loves this game, my four year-old son did not like not being able to finish his thoughts. I'm not sure if that is an age issue or just his personality. Either way, I thought it was safer to recommend it for ages six and up.

I really enjoyed making this game, I hope you find it as enjoyable to play.

