

# WAYS TO PLAY

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## PLAYING TECHNIQUES

Do you remember when you were a child, and you were running down a hill and picking up speed, and going so fast that you either had to keep running or fall over? This is a good way to approach your story telling with Rory's Story Cubes. If you do it as quickly as possible without thinking too hard, you'll be surprised by your storytelling ability. The first time you play with Rory's Story Cubes you might find it a challenge. But it's like trying to run 5km, the more you try, the easier it gets.

## WHAT DO THE ICONS MEAN?

We get asked for definitions of the icons every day - but their meanings are intentionally open, in order to trigger multiple associations. For example, the castle can be a castle, or it can refer to a princess, or to someone who's behaving in a guarded way.

Your brain is constantly trying to make meanings and it thinks in pictures. When you look at an icon, you can't help but find meaning. Your brain is doing it all the time, constantly filling in the gaps. Your brain searches through all your memories and experiences to try and find a meaningful association.

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## #1 ROLL & PLAY

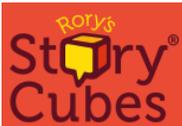
- Roll and Play is the easiest way to play Rory's Story Cubes!
  - Simply take all nine cubes and give them a shake. Roll them.
  - Then, starting with 'Once upon a time...' select the icon that catches your eye first.
  - The objective is to tell a story that link together all nine images.
  - And remember - there is no wrong answer!
  - Have fun.
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## #2 THE TRILOGY

The Trilogy is a Way To Play with Rory's Story Cubes suitable for three players. The challenge is - can you work together to create an Epic Tale?

### HOW TO PLAY

- Using all three sets of Rory's Story Cubes, Roll all twenty seven cubes
- Each person takes nine cubes.
- Then decide a genre and a theme together.
- A genre might be fantasy, science fiction, romance or a western. A theme might be 'Friendship never dies'.
- Let the icons suggest your genre and theme to you.
- Next, decide who's going first, second and third.
- The third person has to end the tale, tie up any loose ends and bring it to a climax.



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## #3 SUPER HERO STORIES

- Describe your superpower. Each person takes a turn to roll 3 cubes. Use these to describe your superpower and create your superhero name
- Create a backstory. Each person takes turns to roll all 9 cubes. Use these to give your hero a backstory. Remember to add a flaw or weakness.
- Create a Super-villain. All superhero teams need an arch-nemesis or super-villain to go up against.
- To create a super-villain, roll all 9 cubes then, as a group, use the 9 images to describe this villain. Give him/her or it a unique 'calling card' a modus operandi, so for example The Joker always leaves a card. Give him/her/it a name and a reason for doing what they do. How does the villain justify their actions?

Now that you have your characters, you are free to create all kinds of super-powered stories featuring the heroes and their arch-nemesis. And remember, there is no wrong way to play!

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## #4 STORY CUBES MIX

- Take a 9 cube set of Rory's Story Cubes® such as Original, Actions or Voyages.
  - Remove three cubes, to give space to introduce 3 Mix cubes.
  - Add three Mix cubes, for example the Enchanted set, so that you have 9 cubes.
  - We always like to use 9 cubes for storytelling.
  - Give them a good shake.
  - Roll them out, and start storytelling!
  - You'll notice that introducing the new icons changes the whole thematic flavor of the story, and will help you take your storytelling to a whole new dimension.
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## #5 DIVIDE THE STORY

- Divide the cubes evenly among the players
- Starting with one player and continuing in a circle, take turns rolling the cubes and adding to the story based on the face up images
- Stop after all cubes have been rolled, or continue rolling for additional rounds.