

Adventure Hooks

aka Better than “You all meet in an inn.”
“Where the fun is just the beginning!”

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A mini-game by Joe Wetzel, version 0.1

Object of the Game

Score points by having the best story in each round using as many story cards as possible. Each card used is one point. If your story is the best in the round, those cards are added to your score pile. First player to 15 points/cards wins.

Rules

- Before dealing cards, the youngest player (or select a player randomly if ages are all similar) declares a genre (supers, fantasy, science fiction, steampunk, etc.) for the stories in the first round.
- Shuffle the verb and noun cards separately. Deal each player 6 cards: 2 verbs and 4 nouns. Keep the remaining cards in two separate stacks.
- Each player then thinks about the cards to create the beginning of an adventure. Whenever a player is ready to describe his/her adventure hook, that player starts. Each story must include “the characters”—a group of people this story beginning is used to introduce to each other.
- If two players start at the same time, the younger player goes first, or determine randomly if ages are about the same. If the noun or verb on a card is critical to the story, that card is placed in front of the player and may score points for the player. Each player has two minutes to describe their story introduction.
- Players place the cards used in the adventure hook in front of them as a reminder to other players while voting. If any player thinks a card isn't important to the story, the players (except the player who created the story) vote. On a tie the card is included.

Example adventure hook: Arwyn has declared the first round's genre as fantasy. Katie has the cards: CAPTURED; SHIPWRECKED; PIRATES/SPACE PIRATES; DRAGON/KAIJU; ROGUE/HACKER; ASTEROID/COMET; and LASER/MAGIC BOW. Her story is “Having their own reasons to book passage to a far off land, the characters all come aboard the ship 'Beautiful Sunset'. A day and a half into their journey the ship runs aground and is SHIPWRECKED on a small island. As the characters scour the island, they spot another ship in a hidden harbor flying a pirate flag. 'PIRATES' the characters declare. But suddenly they find the watchers are the watched—some of the pirates appear behind them, weapons ready. The characters are quickly CAPTURED despite the good omen of a COMET overhead.” The players vote that COMET isn't important to the story, so Katie is only able to lay the SHIPWRECKED, PIRATES and CAPTURED cards in front of her.

- Then each player votes for who made the best adventure hook, excluding themselves. A tie goes to the player who went first.
- The winning player places the cards in their score pile. The other players discard the cards they

used. Any player may also discard any other cards before the next round begins.

- The first player with 15 cards in his score pile is the winner. (You can play a faster or longer game by adjusting this number.) The score pile should be hidden so other players don't vote based on the size of the score pile.
- The next round begins with this round's winner declaring the genre for the new round and each player getting a total of six cards in their hand.
- If you run out of either type of cards, write down each player's current score and reshuffle all verb and noun cards into two separate stacks.

Alternate rule: The player who selects the genre does not create an adventure hook that round and instead he or she is the sole judge of the best hook.

Tip: While the cards may seem like they belong in a particular genre, they can be twisted to other genres. In some cases this is done for you (pirates/space pirates). But it is possible to make many other cards cross genres: a magic sword can be a laser sabre; a pyramid can actually be an unusual spaceship; etc.

Noun Cards (note: you may want to print the noun and verb cards on different colored paper or write an “N” or “V” on the back of each.

N Pirate/Space Pirate	N Ninja/Spy	N Shark/Sea Beast	N Laser/Magic Bow
N Dragon/Kaiju	N Dinosaur/Fossil	N Magic Sword	N Wizard/Genius
N Asteroid/Comet	N Criminal Mastermind	N Rogue/Hacker	N Barbarian/Thug
N Cleric/Minister	N Spellbook/Data Crystal	N Ship/ Spaceship/ Airship	N Giant Mecha/Golem

Verb Cards

V Captured	V Stolen	V Meet	V Hypnotized
V Shipwrecked	V Flee	V Rescued	V Cursed
V Time-travel	V Possessed	V Resurrected	V Knocked-out
V Kidnapped	V Brainwashed	V Revealed	V Sacrificed

More Noun Cards

N Pyramid	N Stonehenge	N Colossus	N Great Library
N Anthropomorphic Animal	N Circus Performer	N Reporter/Herald	N A God/Goddess
N Rich Relative	N Alternate Dimension	N Alternate Timeline	N Family Heirloom
N Grave	N King/Queen/Ruler	N Angel	N Demon/Devil

More Verb Cards (Some are write-ins)

V Transformed	V Martyred	V Captured	V Poisoned
V Tricked	V Spurned	V Mate	V Born
V	V	V	V
V	V	V	V

Even More Noun Cards (All write-ins)

N	N	N	N
N	N	N	N
N	N	N	N
N	N	N	N