

STORYLAND OF OPTIONS SLO GAME

The Gamemaster's Handbook



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WELCOME

Welcome to a world of exciting adventure, deadly monsters, and brave heroes! If you are reading this, then you are the Game Master (or GM for short). It is your job to run the adventure as a sort of referee. Every game has to have one GM and one or more players. As GM, you'll take the role of the narrator who connects the game. The other players take the role of adventurers exploring your world.

As the Game Master, it's your job to help the players explore the world and the adventure. While they play the roles of individual player characters (PCs), you control every other aspect of the world – starting situation, listening to story and observing if the player used all of the elements in the story. It is also your job to respond to questions from the players during the game.

It is important to note that you are not competing with the players. You don't win the game by giving the characters less points. This is a game where everyone wins if everyone has a fun time. Your role is to challenge the players, not defeat them.

This adventure is specifically designed with new players and new GMs in mind. The players are free to attempt to do anything they can imagine, but there are limits to what their characters can accomplish. After all, they're brand-new adventurers!

LET'S INTRODUCE YOU WITH SOME BASIC INFORMATION REGARDING THE GAME!

Project description and description of the game in connection with project goals

The main goal of the project GameIT is to improve the quality of didactic methods and tools in higher education by designing and implementing innovative cooperative games for developing a selection of competencies valuable in the 21st-century labor market.

The main idea of the project is to develop a hex board game and a set of four culture-specific role-playing games to be used in the classroom environment at a higher education level. Through games and gamification, the students will have an opportunity to practice and develop 21st-century skills, such as communication and cooperation skills, creative and logical thinking, awareness, and openness towards intercultural differences.

As a result, we developed a game called Storyland of options, shorter SLO game. StoryLand of Options - SLO Game is a roleplaying game inspired by different geographical, economic, cultural, and historical characteristics. The player must work with their fellow players, famous Slovenian people from different regions, follow the roads of Slovenia and find the missing parts of the map by undergoing different missions. The success of players depends on their imagination.

What is a role-playing game?

The handbook you hold in your hands contains instructions for playing a roleplaying game, a rules framework that allows players to enact stories of adventure, acting out the parts of the main characters. The game rules provide guidelines for what can or can't be done. In roleplaying games, one player takes on the role of the gamemaster (GM), while other players assume the roles of player characters (PCs). The GM also acts out the roles of characters not guided by players: these are called non-player characters (NPCs).

Roleplaying is a social game, like improvising a story for a play, a television show, or a movie. Player characters are the primary roles: PCs are the protagonists the stories revolve around. The GM devises and presents the situations that the players adventure through, describing the world where they roam and how that world is affected by the PCs' actions.

While each player plays only one PC, the GM presents the entire game setting—representing all of its people, places, monsters, and even gods.

Play is mostly a conversation: the GM outlines some situation and the players say what the PCs say or attempt to do. Rules provide impartial guidelines for successes and failures of actions attempted. Using the game rules, players announce what the PCs will do. If needed, the GM interprets how the PCs' actions affect the game world (NPCs, etc.). The PCs will use skills and abilities to face these challenges, oppose other PCs and NPCs, and explore the setting the GM has created.

The main learning goals we are trying to achieve with the game are:

- **Goal 1: students increase their general knowledge about Slovenia and Slovenian culture;**

We achieve this learning goal by using a map of Slovenia, cards with different sights in Slovenia, characters are based on famous Slovenian people and stories students are creating are based on situations from Slovenian folk tales.

- **Goal 2: students practice and develop communication skills in English;**

We will achieve this goal by having the whole communication in the game and all materials in English. Also, students' stories should be written and told in English.

- **Goal 3: students practice and develop intercultural awareness and tolerance for differences: different perspectives and points of view, observation, empathy;**

We will achieve this goal by character creation. Students are creating different characters. Each character must have some characteristics, strengths, and weaknesses. Three of the nine character features are already predefined based on chosen famous Slovenian people. Students will have to put themselves in the role of different people and act like them.

- **Goal 4: students improve their decision-making skills and increase their ability to take practical and effective actions, etc.;**

We will achieve this goal by putting students in different problem situations from the ancient world. They will need decision-making skills and the ability to take practical and effective actions if they want to solve the problem situation successfully.

- **Goal 5: students practice and develop collaboration skills in English;**

We will achieve this goal by allowing students to play a game in pairs. Each pair will represent one player. Students in pairs will have to collaborate in English to create a common story. Students will in some cases have to collaborate in English with other players (pairs) to find the hidden word from the story.

The goal of the game is:

- The goal is to gather all pieces of the map with traveling from player's starting positions to the final destination, the capital of Slovenia, Ljubljana.
- Each player has to gather 3 pieces of the map on their path.
- On their way they are faced with various challenges.
- The winner is the player with the most points.

Story

Something strange is happening in Slovenia. Some people aren't acting like themselves. Luckily, there are some brave people, who will investigate what has happened. It seems that the main Slovenian map, hidden in the centre of Ljubljana is missing some parts. StoryLand of Options - SLO Game is a roleplaying game inspired by different geographical, economic, cultural, and historical characteristics. You must work with your fellow players, famous Slovenian people from different regions, follow the roads of Slovenia and find the missing parts of the map by undergoing different missions. Your success depends on your imagination!



Figure 1 Main board with all pieces of the map

Target audience:

The game is primarily intended for higher education students; however, there is no age limit for playing. Students do not need any pre-knowledge except basic English language.

Short instructions

At the beginning

1. STEP:

Players are placed on the incomplete map of Slovenia. They can choose between 7 starting positions (A1 - Kranjska Gora, B1 - Bovec, C1 - Koper, D1 - Črnomelj, E1 - Laško, F1 - Lendava, G1 - Murska Sobota).

StoryLand of Options
SLO game



The main board at the beginning of the game, missing the pieces



The main board after adding the starting puzzle pieces.

On each turn

2. STEP:

Regarding their starting point, the player chooses their character - a famous person who was born/lived in that area. Each player gets a character sheet. The player has to rewrite the name of their character (famous person) on the sheet and choose a nickname for their character. After that, they must choose 2 additional characteristics and write down 2 additional strengths and 2 additional weaknesses for their character.



3. STEP:

The player gets a card with a picture and description of the "place" or interesting fact, and two random words - nouns (they draw from the box) and a situation (they choose a number between 1 and 47)



5. STEP:

After 5 minutes the gamemaster describes the situation from the Handbook. The player on turn continues to tell a story. Other players must try to figure out which was the "hidden" word (the word used indirectly) in the story.

6. STEP:

After telling the story on the GM's sign all of the players must show their pick for hidden word. If at least one player found the right word, the gamemaster can continue the game with the next player. If not, then all the players (except the player who was telling the story) must cooperate and try to find the missing word together in 1 minute. The hidden word cannot be too easy to find. If all players find it out, that means it was too easy and the narrator does not get any points.

4. STEP:

Now each player has 5 min to create a story. In their story they have to include:

1. A solution to the problem situation in the story.
2. Characteristic of their character.
3. A sights card.
4. One random word they drew from the box (indirectly).

Board

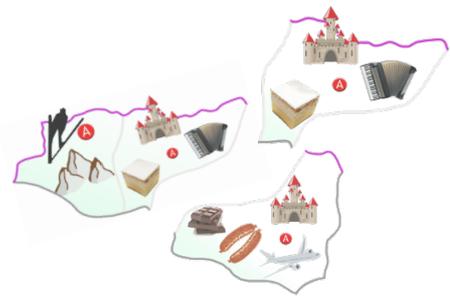
With the board in the shape of Slovenia, we support the idea of a cultural component in the game.



The game starts with the empty board as shown in the picture. Students can see what the main features in a specific region in Slovenia are (for example there is a picture of a bear in a region which is known for a large number of bears).

Some features are shown multiple times which indicates some general characteristics of our country (for example, since we are known as a land of castles, there is more than one castle on the board).

The idea of the empty board is to motivate students to solve the problem situation that they get because each solved situation (that is Innovative story) brings them a puzzle piece (besides points), which completes the map on the board. The game consists of three rounds, so players will complete their path with three puzzle pieces, where each of them uniquely represents the region they are currently investigating.



The common goal of the game for all the players is to complete the map of Slovenia with all the missing puzzles.

By completing the map, the situation in Slovenia is again normal and people start to act normally. 😊

Sights cards

The Sights Cards are also one of the elements which represent the beautiful geographical, economic, cultural, and historical characteristics of Slovenia.



Each card is designed to have:

1) a **name** on the top,

2) then the sights are presented in the **picture**, and

3) below are some **basic descriptions** that apply to the characteristic. The border of the card illustrates the colour of the path where the displayed feature can be found.

Since we have 7 starting points and consequently 7 paths on the map, each path is represented by one of the rainbow colors. Colors are consistently used throughout the whole game. For each path, we have six different sights cards.



Stories

Our game includes different problem situations in which players are encountered on their way towards the Slovenian capital city Ljubljana. Those stories represent parts of some of the most known Slovenian folk tales.

On the morning they had to leave their home, there was a high light from the sky. Once upon a time our ancestors lived in a country far to the East. They must have left the country and set off to find another land to live in. Before they left, the goddess who loved them, gave them a buckwheat seed and said: "Wherever you travel, plant this seed. The place where it comes up green in three days will be your future homeland."

While you were on your way, the giant from the mountain of Raduša, who was very strong, asked you to sew a shirt for him. You asked "How can I sew a shirt for you if I do not have a needle?"

On your way you met a group of giants and found out that they have enough of their forced labour. They decided to take revenge on their boss. They asked for your help.

Our ancestors lived much more in harmony with nature and respected it much more than we do today. Our ancestors talked to the river, to the cloud, to animals, to plants - as to their equals.

For many centuries, our ancestors lived in villages that had mysterious surroundings. The forests around the village were homes of fairies and forest dwarves, dragons hid in the mountains, deep river

pools housed riverbeds in crystal castles; all these creatures, some of them good, others evil, formed the land, interfered with the life of man and made the unwritten rules of life:

The old narratives that passed from word of mouth, from generation to generation, brought messages from ancient times to this day. Only from the old folk tales do we learn about the way of life and thinking in the old days. Folk tales and fairy tales also answer the questions that our ancestors wanted to answer:

**Who built such great mountains? The giants.
Who keeps the mineral resources? Dwarves.
Who Causes Floods and Earthquakes? Dragons.**

The wealth of Slovenian folk tradition is incredible; its magical power is extraordinary. Centuries-old fairy tales still attract students and with problem situations from these tales we wanted to motivate students for playing and to enable them to put themselves in a role of a magician, extraordinary person living in ancient times.

Characters

CHARACTER CARDS

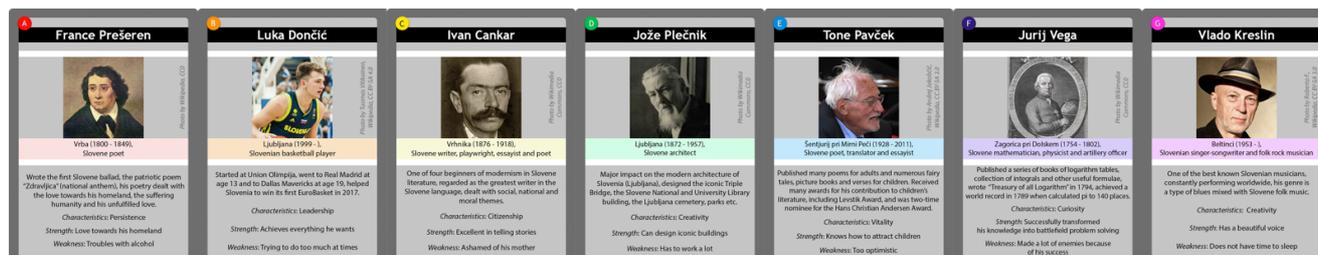
In the game, each player becomes one of the famous Slovenian people. Roleplaying games are all about putting the players in the role of a different person. Since one of the goals of our game is getting familiar with Slovenian culture what can be better than putting players in the role of different famous Slovenian people – mathematicians, athletes, artists, linguists, doctors, etc.



Each card is designed to have:

- 1) a **name** on the top,
- 2) a **picture**,
- 3) a **place and date** of birth (and death) and **occupation** of a person,
- 4) below is a **basic description** of the person and one **characteristic**, one **strength** and one **weakness** of the person that the players must follow when designing the character (described in the next section).

As mentioned before (while describing the sights cards) each famous person is placed into one of the 7 regions. Each region is marked with a different colour. With this approach, players will be able to identify famous persons by the region they were (are) living in.



Hidden words

There are 78 prepared nouns to be used in the game as hidden words. The purpose of the words is for players to use them indirectly in their stories. That means they can use the word in a story but described with a synonym or short description.



For example, if we want to use word blood in our story we can use synonyms as hemoglobin or plasma or short description as a liquid, which runs in our veins; vital fluid; body fluid. Within the game, it is important that we "hide" (i.e. use indirectly) this word in such a way that not all players will recognize it because the use would be too obvious. If all players find the hidden word, we will not get any points for the story. It should not be too difficult, because in case no one can find a word, we also do not get any points.

We decided to use the hidden word mechanics because we wanted to encourage players' communication in foreign (English) language. In this way (by thinking about synonyms and indirect use of words they can develop higher-order thinking skills. Currently, there are 78 general nouns in the game. A teacher can always print their own words which can be subject-specific.

Gamemaster

Gamemaster Sheet

		Character's Name	Round 1	Round 2	Round 3	Total
Player A						
Player B						
Player C						
Player D						
Player E						
Player F						
Player G						

ROUND 1	POINTS			Guessed hidden word							OTHER	
	My story			PA	PB	PC	PD	PE	PF	PG	Story number	Hidden word
	Word	Sight	Char									
PA				X								
PB					X							
PC						X						
PD							X					
PE								X				
PF									X			
PG										X		

ROUND 2	POINTS			Guessed hidden word							OTHER	
	My story			PA	PB	PC	PD	PE	PF	PG	Story number	Hidden word
	Word	Sight	Char									
PA				X								
PB					X							
PC						X						
PD							X					
PE								X				
PF									X			
PG										X		

ROUND 3	POINTS			Guessed hidden word							OTHER	
	My story			PA	PB	PC	PD	PE	PF	PG	Story number	Hidden word
	Word	Sight	Char									
PA				X								
PB					X							
PC						X						
PD							X					
PE								X				
PF									X			
PG										X		

For the gamemaster (the GM) we prepared the Gamemaster handbook which holds the same information as this Instructions book but with a more focused on the GM work during the game.

A teacher should choose the GM a day before (if possible) the game is played, so they can have enough time to learn all the rules and background of the game. They need to put themselves in the game world if they want to lead the game in the best possible way.

Besides the Gamemaster handbook, we prepared a gamemaster sheet that should help them in monitoring the game on each turn. In this way, their work will be more transparent and easy to follow – for them and other players.

PLAYING THE GAME

Roles of the players



In the game, players are divided in two roles:

- **PLAYING CHARACTERS / PLAYERS**
 - o **THE STORYTELLER**
 - o **THE LISTENER**
- **GAMEMASTER**

Playing characters are the ones who build their own character and solve different situations by telling stories on their way in finding missing parts in the map of Slovenia. In each turn they are once playing the role of storyteller (they tell their story) and in all other turns in a round they are in a role of a listener (they listen to the stories of their co-players and guess the hidden words).

Gamemaster is one player who controls the gameplay, creates the setting of the game, determines if the players are respecting the rules and connects the stories of the players in one coherent and meaningful play.

Preparing the game

First of all, we need to prepare all the "equipment" for our game. We need a classroom with one common table and a few tables for groups/pairs of students. We put the "equipment" (i.e. board, puzzle peices, sights cards, characters cards, words, gamemaster handbook with stories, character sheet, gamemaster sheet).

First, we need to choose a student who will play **the role of a gamemaster (GM)**. After we choose the gamemaster he/she takes the handbook with instructions and acts as it is supposed (for more information see StoryLand of Options – SLO Game Gamemaster's Handbook).

Then, the GM gives each player (or each pair, if students are playing the game in pairs) an empty character sheet.

Players first choose one among **the seven starting puzzle pieces** (these are the puzzle pieces which define the starting point of the player and the path which the player and their character will investigate and solve different problems on). With the starting puzzle piece they get to choose among three famous persons cards from their region/path.

After choosing the famous person they can start by filling out the character sheet. Players have approximately 5 minutes for creating the character.

Below is an example of filling out the character sheet for the chosen person. Here it is shown how to insert basic data from the character card. The player needs to add a nickname for their character and two additional characteristics, strengths and weaknesses.

The image shows a character sheet for Luka Dončić. The character card on the right provides the following information:

- Name:** Luka Dončić
- Characteristics:** Leadership
- Strength:** Achieves everything he wants
- Weakness:** Trying to do too much at times

The character sheet on the left shows how this information is filled in:

- Name:** Luka Dončić
- AKA:** AKA
- Wonderboy:** Wonderboy
- Characteristics:** Leadership (marked with an 'X')
- Strengths:** Strengths (eg. good in math, team player, good with rhymes, good with ICT) (max 2 + 1 on the person's card): Achieves everything he wants
- Weaknesses:** Weaknesses (eg. can't swim, ...) (max 2 + 1 on the person's card): Trying to do too much at times

The scoring table at the bottom left is as follows:

Scoring:	Round 1	Round 2	Round 3
My story (card)			
Style			
Character			
Player A story			
Player B story			
Player C story			
Player D story			
Player E story			
Player F story			
Sum			
Final score			

In the meantime, the gamemaster puts the remaining puzzle pieces on the map. There are seven paths on the map. If there are seven players (or seven pairs of students, each playing one character) the map will remain empty. If there are less than seven players at least one path will be completed with puzzle pieces and it won't be used in the game. It is shown below how the map looks like if we have 4 players. Three paths are already added on the map since the players start from different paths.



Gameplay

After creating the character, it is time to start the first turn.

1st STEP in a turn: Choosing a sight

The GM first allows players to choose one of two sights cards.

2nd STEP in a turn: Choosing a story

Then the GM allows players to choose one of 47 stories. The GM can choose a story randomly (players tell the number or choose the number with random number generator from the web etc.).

3rd STEP in a turn: Choosing two random words

The last thing players get in this turn is two random words from the box (wooden box, bag or envelope, etc.).

4th STEP in a turn: Creating the story

The player needs to build a story with a few sentences while being aware that the story has to include all the necessary information and should be continued at each step of the game. Players have 5 minutes to create the story.

The necessary information is:

- Maximum three character features (e.g. one weakness, one strength, one characteristic).
- The description from the sights card.
- One hidden word (from two of them) used indirectly in the story.
- Solution and continuing to a chosen starting story.

5th STEP in a turn: Gamemaster telling the starting story

Now is the time for the GM to start the first round of storytelling. They start with the player with the lowest letter (players are noted as player A, B, C, D, E, F, G). The GM tells (or reads) the starting story of the first player.

6th STEP in a turn: Player continuing the story

Then the player continues the story.

7th STEP in a turn: Other players guessing the hidden word

Other players must listen carefully to the story since they need to figure out the hidden word if they want to get any points. When the player whose turn it is finishes their story, other players have a few seconds (maximum one minute) to write down their guess regarding the hidden word. The GM must announce the moment when all of the players show the hidden word (it must be done at the same time so the players would not have time to cheat).

The score is determined based on the number of players who found the right hidden word. Players can denote the score on the character sheet and the GM can denote the score on the GM sheet (for more information see StoryLand of Options – SLO Game – The Gamemaster's Handbook).

Scoring system

As already told, after **each turn** the players recalculate their score. Each player can get points for:

- **Using features of the character** (maximum three features in each round): the player can get **three points in each round**, that means they can get **nine points in total** for using character's features.
- **Using at least one description from sights card**: the player can get **one point in each round**, that means they can get **three points in total** for using sight's description.
- **Hidden word: Option A (the storyteller): Using the hidden word indirectly:**
 - a) the storyteller can get **as many points as many players** guess the hidden word from their story (if there are 7 players in the game, the narrator cannot get more than 5 points for a turn);
 - b) if all of the rest players guess the word, the storyteller gets **zero points**, because they used the word indirectly in a too obvious way;
 - c) if no one guesses the correct hidden word, the players can consult with each other and if they guess the right word the storyteller gets **one point**.
- **Hidden word: Option B (the player): Guessing the hidden word of other players:**
the player can get **one** of the options below:
 - a) **One point** if they guess the hidden word of the storyteller.
 - b) **One point** if all of the players guess the hidden word of the storyteller's story.
 - c) **Two points** if all players guess the word in collaboration.
 - d) **Zero points** if the player does not guess the hidden word.

Scoring example for 4 players (1 storyteller/narrator and 3 other players):

1 player (player A) finds the missing word	Player A and storyteller get 1 point
2 players (A, B) find the missing word	Player A and B both get 1 point and storyteller gets 2 points (because 2 players found the right word)
3 players (A, B, C = all) find the missing word	Player A, B and C, each gets 1 point, storyteller 0
If no one finds the missing word	Players try to find the missing word together - they all tell/write their opinion and then choose their "final" option. If the word is correct, all players get 2 points and storyteller gets 1 point

Who wins the game?

Until now we did not write anything regarding winning the game. The focus of our role-playing game is not a competition but collaborative storytelling and completing the map of Slovenia, so things can be normal again ☺.

Nevertheless, there still is a winner of the game at the end. Since players get the points after each turn the winner is a player who collects the highest number of points at the end.

Playing the game in classroom

Number of players:

The game is meant for playing with 4 - 15 players. If we play the game in the classroom with a larger number of students, we can play more than one game. Each game would, in this case, need its board, cards, and gamemaster.

Timing:

The game is meant for playing in two school lessons (90 minutes). If students get the instructions for the game before the class, we can shorten the time for preparation of the game and closing phase, and spend more time for a specific round.

Each phase should last:

- Preparation of the game: 15 min
- Round 1: 5 min for story creation + 15 min storytelling of all players
- Round 2: 5 min for story creation + 15 min storytelling of all players
- Round 3: 5 min for story creation + 15 min storytelling of all players
- Closing phase: 15 min

The GM is the one who should take care of the timings in the game. It is convenient if the GM uses their phone to stopwatch the time.

Use in different subject areas:

The game can be used in different subject areas. Since the game is very specific and connected with Slovenian culture it can be used in fields like English grammar, Slovene literature, computer science – game design.

With some modifications, the game can be used in different subject areas. That is why we prepared empty templates for the board, sights- and character cards. At the end of this document is an explanation of different learning scenarios for using the game in subject fields as chemistry, biology, medicine, criminal law and justice, social work, mathematics, music, etc.

The scenario of the one example of the gameplay

Preparing the game

The teacher:

- Prepares all "equipment" for the game. they put the board, sights cards, characters cards, words, gamemaster handbook with stories on one common table and arrange a few other tables for groups/pairs of students.
- Describes what is the purpose of this game, why they will play it, what they will learn etc.
- Then they choose the gamemaster (The GM) and invite them to lead the game from now on.

The GM:

- Reads the information presented in the StoryLand of Options – SLO Game Gamemaster's Handbook.
- gives each player (or each pair of students are playing the game in pairs) an empty character sheet.

The PCs (the playing characters):

- Choose one of **the seven starting puzzles** (these are the puzzle pieces which define the starting point of the player and the path which the player and their character will investigate and solve different problems on).
- With the starting puzzle they get to choose among three famous persons cards from their region/path.
- After choosing the famous person they can start by filling out the character sheet. Players have approximately 5 minutes to create the character.

For example:

Player D got Oton Župančič as a famous person. They wrote the name on the character sheet. They also came up with a nickname for the character. After that, they choose two characteristics for their character (kindness and humour). They also wrote down 2 strengths for their character (fitness and good swimmer) and 2 weaknesses (fear of spiders and fear of heights). They wrote down the characteristic (creativity), strength (he is a polyglot), and weakness (problems with learning due to lack of money) from the character's card.

The image displays the following components and player's work:

- Character Card (Top Right):** A card for Oton Župančič with the AKA 'Župa'.
- Characteristics List (Middle Right):** A list of characteristics with checkboxes. Selected: Creativity, Kindness, Humour.
- Strengths and Weaknesses List (Bottom Right):** A list of strengths and weaknesses with checkboxes. Selected: Strength: He is a polyglot, Weakness: Problems with learning due to lack of money.
- Character Sheet Form (Bottom Left):** A form with a 'Story' section and a 'Scoring' table. The 'Story' section contains handwritten text: 'Strengths (eg. good in good with ICT) (max 2 + 1 on the person's card): He is a polyglot, Fitness, Good swimmer. Weaknesses (eg. can't swim, ...) (max 2 + 1 on the person's card): Problems with learning due to lack of money, Fear of spiders, Fear of heights.' The 'Scoring' table has columns for Round 1, Round 2, and Round 3, with rows for My story, Day, Character, and various player stories (A through S).
- Character Card (Top Left):** A card for Oton Župančič with the AKA 'Župa'.
- Character Card (Middle Left):** A card for Oton Župančič with the AKA 'Župa'.
- Character Card (Bottom Left):** A card for Oton Župančič with the AKA 'Župa'.
- Character Card (Bottom Right):** A card for Oton Župančič with a photo and biographical information: 'Vinca (1878 - 1949), Slovene poet, translator and playwright. One of four beginners of modernism in Slovene literature, best known for his book of children's poetry "Ciciban", translated the majority of Shakespeare's (and other) plays in the Slovene. Characteristics: Creativity. Strength: He is a polyglot. Weakness: Problems with learning due to lack of money.'

The GM:

- In the meantime the gamemaster puts the remaining puzzles on the map. There are seven paths on the map. Below is shown how the map looks like if we have 4 players. Three paths are already added on the map since the players starts from different paths.



Gameplay

After creating the character it is time to start the first turn.

1st STEP in a turn: Choosing a sight

The GM first allows players to choose one among two sights cards.

2nd STEP in a turn: Choosing a story

Then the GM allows players to choose one of 47 stories. The GM can choose a story randomly (players tells the number or choosing the number with random number generator from the web etc.).

3rd STEP in a turn: Choosing two random words

The last thing players get in this turn is two random words from the box (a wooden box, bag or envelope, etc.).

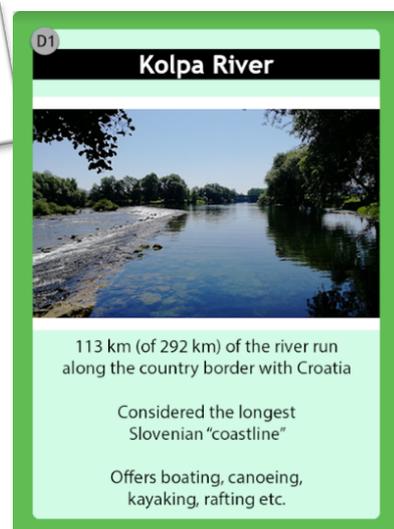
For example:

Player D was playing the first round. They got story under number 3, and card D1. They picked two random words from the box: tea and boot.

You heard that the giant called the Iceman ordered the giants, his slaves, to bring the rocks which his laughter broke from the tops of the neighbouring mountains. The giant obeyed their cruel master out of fear and so the giant builders' mountain grew until it reached above the clouds.

BOOT

TEA



4th STEP in a turn: Creating the story

The player needs to build a story with a few sentences, while being aware that the story has to include all the necessary information and should be continued at each step of the game. Players have 5 minutes to create the story.

The necessary information are:

- Maximum three character's features (e.g. one weakness, one strength, one characteristic).
- At least one description from the sights card.
- One hidden word (from two of them) used indirectly in the story.
- Solution and continuing to a chosen starting story.

5th STEP in a turn: Gamemaster telling the starting story

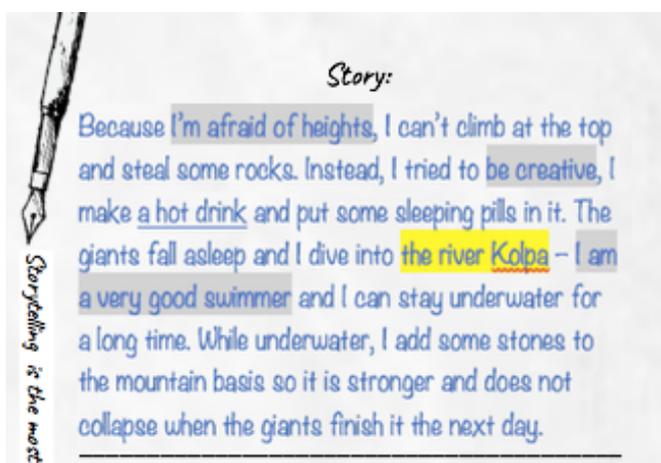
Now is the time for the GM to start the first round of storytelling. they starts with the player with the lowest letter (players are noted as player A, B, C, D, E, F, G). The GM tells (or reads) the starting story of the first player.

6th STEP in a turn: Player continuing the story

Than the player continues the story.

For example:

Player D writes their story in the first paragraph:



The GM reads the starting story, the Player D reads their story.

We can see that they used the hidden word, used **the sight from the card**, and connect story with the situation.

They also **used 3 characteristics** of their player:

- fear of heights,
- creativity,
- good swimmer.

7th STEP in a turn: Other players guessing the hidden word

Other players must listen carefully to the story since they need to figure out the hidden word if they want to get any points. When the player whose turn is, finishes with their story the other players have a few seconds (maximum one minute) to write down their guess regarding the hidden word. The GM must announce the moment when all of the players show the hidden word (it must be done at the same time so the players would not have time to cheat).

Scoring:

	Round 1	Round 2	Round 3
My story (word)	3		
Sight	1		
Character	3		
Player A story			
Player B story			
Player C story			
Player D story	X	X	X
Player E story			
Player F story			
Player G story			
Sum			
Final score			

For example:

Player D got **3 points for character** in the scoring table and **1 point for Sight**. they also got **3 points for their story (word)** since three of the rest of the players guessed the correct word:

- Player A said: tea
- Player B said: coffee
- Player C said: cocoa
- Player E said: tea
- Player F said: tea
- Player G said: mulled wine

The Gamemaster should enter the points of the player D in **the row PD**. In the part Guesseg hidden words the GM should write down the number of points that other players get for the player D story.

Gamemaster Sheet

Character's Name	Round 1	Round 2	Round 3	Total
Player A				
Player B				
Player C				
Player D	11			
Player E				
Player F				
Player G				

ROUND 1	POINTS										OTHER		
	My story			Guesseg hidden word							Story number	Hidden word	
	Word	Sight	Char	PA	PB	PC	PD	PE	PF	PG			
PA				X			1						
PB					X		1						
PC						X	0						
PD	3	1	3	1	0	0	X	1	1	0	3	tea	
PE							0	X					
PF							2		X				
PG							0			X			

In the next turns the other players told their stories:

Scoring:

	Round 1	Round 2	Round 3
My story (word)	3		
Sight	1		
Character	3		
Player A story	1		
Player B story	1		
Player C story	0		
Player D story (me)	X	X	X
Player E story	0		
Player F story	2		
Player G story	0		
Sum	11		
Final score			

When **player A** told the story our player guessed correctly their hidden word (among two other players who guessed the word correctly), so our player got **1 point for Player A story** in the first round.

When **player B** told the story our player guessed correctly their hidden word (among four other players who guessed the word correctly), so our player got **1 point for Player B story** in the first round.

When **player C** told the story our player did not guess correctly their hidden word (two other players guessed the word correctly), so our player got **0 points for Player C story** in the first round.

When **player E** told the story our player did not guess correctly the hidden word (one other player guessed the word correctly), so our player got **0 point for Player E story** in the first round.

When **player F** told the story none of the players guessed correctly the hidden word, so the player F read the story one more time and all of the players collaborated together to find the correct word, they succeeded, so our player got **2 points for Player F story** in the first round.

When **player G** told the story none of the players guessed correctly the hidden word, so the player F read the story one more time and all of the players collaborated together to find the correct word, they did not find the correct word, so our player (and all the other players) got **0 points for Player G story** in the first round.

At the end of first round our player **got 11 points**.

The Gamemaster should enter the points of the player D for other players' stories **in the column PD**.

After the first round the GM sum up the number of points for the player D (sum of first part of row PD and sum of values in column PD - red circles).

Gamemaster Sheet

	Character's Name	Round 1	Round 2	Round 3	Total
Player A					
Player B					
Player C					
Player D	ŽUPA	11			
Player E					
Player F					
Player G					

	POINTS										OTHER		
	My story			Guessed hidden word							Story number	Hidden word	
	Word	Sight	Char	PA	PB	PC	PD	PE	PF	PG			
ROUND 1	PA			X			1						
	PB				X		1						
	PC					X	0						
	PD	3	1	3	1	0	0	X	1	1	0	3	tea
	PE							0	X				
	PF							0		X			
	PG							0			X		

They repeated the process in the second and third round.

1. You are standing near to the buckwheat field. There is a huge sign with the text: Once upon a time, our forefathers lived in a country far to the East. They must have left the country and set off to find another land to live in. Before they left, the goddess who loved them, gave them a buckwheat seed and said: "Wherever you travel, plant this seed. The place where it comes up green in three days will be your future homeland."
(based on Slovenian Folk tale, Kunaver, 2007)
2. On your way you met a giant named Ledeneč - the Iceman - he lives in the mountains. Everybody is afraid of him. He told you that he decided to build a high mountain that would touch the sky.
(based on ŠPIK in the Martuljek mountains, Slovenian folk tale, Kunaver 2007)
3. You heard that the giant, called the Iceman, ordered the giants, his slaves, to bring the rocks which his laughter broke from the tops of the neighboring mountains. The giants obeyed their cruel master out of fear and so the giant builders' mountain grew until it reached above the clouds. With the last rock the mountain will collapse. How will you stop the giants?
(based on ŠPIK in the Martuljek mountains, Slovenian folk tale, Kunaver 2007)
4. On your way, you met a group of giants and found out that they have enough of their forced labor. They decided to take revenge on their boss. They asked for your help.
(based on ŠPIK in the Martuljek mountains, Slovenian folk tale, Kunaver 2007)
5. While you were on your way, the giant from the mountain, who is hunting deers, asked you to sew a shirt for him. You asked, "How can I sew a shirt for you if I do not have a needle?"
(based on SKALA "IGLA"; The Rock "Needle", Slovenian folk tale, Kunaver, 2007)
6. You came across the territory, where all the farmers (living there) were afraid of the big, wicked giant who stole their cattle and destroyed their fields. The giant lived in a cave and a big dangerous dog was his only friend. A sixteen-year-old boy, named Kajžerjev Janez, a poor widow's son, came to you and told you that he decided to kill the giant.
(based on The mountain of Šmarna gora, Folk tale, Kunaver 2007)
7. You are standing near a lake deep down under the village. A dragon with seven heads lives there and keeps guard over the lake. He has a toothache which makes him roar with pain all the time. The dragon asked you to pull out his wormy tooth.
(based on Babji zob in the mountain of Jelovica, Folk tale, Kunaver, 2007)
8. You met Čatež. He is a half man and half goat - like a devil. He has horns, long ears, a beard, and an old wrinkled face. He hates to be laughed at. If anybody made fun of him or played a trick on him, he would throw stones from the mountains. You were walking by him and he intended to throw the stone at you.
(Čatež the waterfinder, Folk tale, Kunaver, 2007)

9. You met Čatež. He is a half man and half goat - like a devil. He has horns, long ears, a beard, and an old wrinkled face. Sometimes he frightened travelers by imitating various voices to mislead them. He frightened you by saying that in front of you is man, who is stealing things from passengers.
(Čatež the waterfinder, Folk tale, Kunaver, 2007)
10. In ancient days fairies lived in the underground cave. Fairies were shy beings, hiding from humans, but sometimes they came out of their underground palace to meet the people who lived in the villages around their cave. You saw one of them standing under a big lime tree. She told you, that she will curse you if you don't bring some young women into their cave by the end of the day.
(Fairies in the underground cave Vilenica, Folk tale, Kunaver, 2007).
11. From the underground cave, where shy and beautiful fairies live, you heard desperate voices. A poor woman, called Mother Jegrič, and her only child, Marinca, were there. The fairies had a wish - they wanted Marinca to go with them into the cave. Since the fairies' wishes must be obeyed mother was crying in the cave, desperately calling for help and hoping that the fairies will leave her only child with her. The mother knew she would lose her child. She was desperate, but she had to obey.
(Fairies in the underground cave Vilenica, Folk tale, Kunaver, 2007).
12. In the middle of the green meadow, there was a little hill where sheep grazed on sunny days and fairies danced on starry nights. But when the sheep had eaten all the tender grass around the rock at the top of the hill, the fairies asked the shepherds to fence in their hill so that grass could grow anew. The shepherds just laughed at the fairies' request. Fairies replaced you for a shepherd, came to you and warned you: "If you won't fence our hill we'll do the work ourselves!"
(Fairies shaped the Bled lake, Folk tale, Kunaver, 2007).
13. Once upon a time a water - sprite lived in lake. He wanted to marry but no girl dared to enter his underwater castle. So, one day, he kidnapped your friend, a young laundress who was washing linen in the lake. Your friend left a message in which she asked for your help.
(The water-sprite in the BOHINJ LAKE, Folk tale, Kunaver, 2007)
14. Your friend was kidnapped by the water monster. She bore him three children and he took good care of her and the children. Although he did his best, however, he could not dispel his wife's homesickness. One day she asked him to let her go, he agreed, on the strict condition that half of the children should stay with him. Your friend could not decide to leave half of their children. She called you and asked for your help.
(The water-sprite in the BOHINJ LAKE, Folk tale, Kunaver, 2007)
15. In ancient times two castles stood near the shores. The two lords of the castles, Steberg and Carlberg, were deadly enemies. The hatred between the two noble families had been passed down from generation to generation until finally one of the young knights of the Steberg family, your friend, fell in love with the beautiful daughter of Carlberg. He asked you to help him to kidnap the love of his life.
(The story of the CERKNICA LAKE, folk tale, Kunaver, 2007)

16. On your way, you met a girl, called Ajdovska deklica. She was a giant girl. She was good-hearted and she liked to help people who transported goods. She was also a woman who foretells a man's fate. She foretold you that if you continue your way you will lose all the goods that you have.
(“AJDOVSKA DEKLICA” on the mountain of Prisank, Folk tale, Kunaver, 2007)
17. The mountains were the home of the white fairies, hidden treasure and their white goats. They were all protected by the white goat with golden horns - the invulnerable Zlatorog. If anybody should wound Zlatorog, a secret flower - “triglavska roža” would spring forth from his blood and cure him. All these secrets were known to a brave, young hunter. He was in love with a lovely girl named Jerica and she was in love with him. When his beloved girl Jerica, accepted the gold from the merchant and betrayed him, the hunter decided to find the treasure and to kill the Zlatorog. You know that fairies won't allow the Zlatorog to be hurt. Jerica asked you for help because she wanted to save the life of her love.
(based on Zlatorog / Goldhorn, Folk tale, Kunaver, 2007)
18. When God the Creator had made the world and finished his work, there remained a heap of stones. God did not know what to do with them. He packed the stones into a big bag, tied it up tightly, put it on his shoulders and took it down to the sea. The devil, however, who always envies not only people but God himself, muttered under his breath, “Not so fast, My Lord, I will tear up your bag!”. Just when God was about to throw the bag into the water, the bag tears up and stones blocked the road. Today, you need to pass by, but the stones are blocking your way.
(Kras / Karst, Folk tale, Kunaver 2007)
19. The knights, the Luegers, were brave noblemen, eager to fight. When the knight Erasmus was not fighting in battles, he and his friends hunted bears and wolves in the deep forests around the cliff. He admired the most one of them - his teacher in military skills, his idol - Andreas Baumkircher. You were in a tavern with Erasmus when he heard that his only friend had been unjustly executed. He asked you to come with him to revenge his friend.
(Erasmus Lueger Predjamski, Folk tale, Kunaver 2007)
20. On the ruins of the Roman fortress, the robber knights settled, forcing the farmers living in the surrounding area to build a new castle for them. In those days, there were a lot of wild cattle - aurochs - in the nearby woods. They attacked the castle-builders. So a distant ancestor of the knights decided to kill them. Since you were passing by the ancestor invited you to help him kill the aurochs.
(The castle of Turjak, Folk tale, Kunaver 2007)
21. Osman Aga was the blood-thirsty leader of one of the Turkish regiments that killed and plundered through-out Slovenia. He decided to attack the fortified hill with a church on top. Osman Aga decided to attack at night to take its sleeping defenders by surprise. Quietly and cautiously he climbed the hill with his horsemen. You heard his plan.
(Turks on the mountain of ŠMARNA GORA, Folk tale, Kunaver 2007)
22. The Turkish regiments were planning to attack the fortified hill with a church on top. On their way an old hermit stopped them: “The church is impregnable! He said in a loud

voice, but roars of laughter greeted his words." You were hiding behind the bush and watching the turn of the events.

(Turks on the mountain of ŠMARNA GORA, Folk tale, Kunaver 2007)

23. A poor widow and her only son, Peter Klepec, lives in the mountains. They have no land, so Peter's mother works on the neighbors' fields from morning till night to earn a living. You met Peter's mother and recognized her kindness and decided to help her.
(Peter Klepec, Folk tale, Kunaver, 2007)
24. Peter Klepec was a boy living with a mother in really bad circumstances. He loved his mother very much and always obeyed her. He was a weak, short, thin boy, much weaker and shorter and thinner than other boys of his age. You met him and he asked for your help - he wanted to go on the way with you.
(Peter Klepec, Folk tale, Kunaver, 2007)
25. Peter Klepec, who was a poor boy living with his mother, was getting older and hungrier and he needed more food. He and his mother did not have enough bread so he had to go to the neighbor and become his shepherd. He had to run after cows, goats, and sheep the whole day long. But that was not the worst thing in the world. Peter spent many more bitter hours with other shepherd boys. They teased him because he was weaker and smaller than them. One day you met him while the other boys were teasing him and you helped him.
(Peter Klepec, Folk tale, Kunaver, 2007)
26. One day Turks attacked the valley of rosses. The villagers ran away to hide in the "tabor", as they called the space around the church surrounded by walls. The villagers fought bravely behind the "tabor" walls for a long time, but still, the Turks made their way into the church. They killed the people or took them away as prisoners, and burnt down the village. You were one of the prisoners. You had to find a way to run away.
(Miklova Zala, Folk tale, Kunaver, 2007)
27. One day Turks attacked the valley of rosses and they took villagers as their prisoners. Among the prisoners was a young and beautiful woman who had just been married. Her name was Miklova Zala. The Turks took Zala and sold her to a rich pasha. Her beauty enchanted her master so much that he decided to marry her. Now you met the pasha, who was on his way to take Zala and take her to Turkey. You knew that you need to prevent that since Zala did not want to marry the rich pasha.
(Miklova Zala, Folk tale, Kunaver, 2007)
28. On your way, you stop in the village where the big castle is standing. You saw that the door in the castle was open. One of the people walking by told you that the castle owner is King Matjaž who is so generous that he left the door of his castle open day and night for the poor. Everybody found justice and shelter there. You decided to go to the castle.
(KRALJ MATJAŽ, Folk tale, Kunaver, 2007)
29. You hear that in a nearby village a great king Matjaž was living. He is known for helping poor people. However, now you heard that king Matjaž was attacked by other kings, who had gathered a strong army against him. Kralj Matjaž and a hundred of his soldiers who survived the battle found shelter in a cave under the mountain. You

wanted to show your support to king Matjaž, so you went to the cave and saw that king and his soldiers fell in deep sleep.

(KRALJ MATJAŽ, Folk tale, Kunaver, 2007)

30. On your way to main city, you ran into a fight between Greek hero Jason and the dragon. Jason was a brave man who together with his friends carried their ship towards the Adriatic coast from where they will be able to continue their journey back to Greece. You decided to help Jason with his fight with the dragon. You two need to kill the dragon if you want to pass by.

(THE LJUBLJANA DRAGON, the legend about the origin of Ljubljana, Legend, Suhadolnik)

31. Now you came across a 700 km labyrinth, which is the home of a very special resident – a small gnome Perkmandlc, who has been guarding his underground treasures for centuries. Perkmandlc loved to play pranks on people – he would blow out their lamps or hide their shoes, but he would also warn them of imminent danger and showed them where to find rich ore, so, out of gratitude, they often left him some of their food. You get lost in the labyrinth.

(NAUGHTY PERKMANDLC FROM IDRIJA, the legend about the Anthony's Mine Shaft, Suhadolnik)

32. Suddenly you heard a very strange, horrible noise followed by the earthquake. You found out that a nearby mountain is hollow with a huge lake inside. Inside the mountain lives the dragon. People are scared of his dreadful roar which makes the mountain explode and then the water floods their homes. You decided to stop the dragon.

(A VORACIOUS DRAGON FROM SLOVENSKE KONJICE, the legend about Saint George, Suhadolnik)

33. You came across the village where everything was covered with water. The dragon from nearby mountain roared and make the mountain explode and flood the homes of people living nearby. Two men decided to stop the flood so they make a deal with the dragon. The dragon wanted 6 virgins every year. And today is a day when people need to sacrifice 6 beautiful girls to the dragon. You wanted to help the girls so you decided to go with them. With one of the girls, Marjetica, you made a plan on how to kill the dragon.

(A VORACIOUS DRAGON FROM SLOVENSKE KONJICE, the legend about Saint George, Suhadolnik)

34. The four-storey Frederick's tower which is a part of the old castle which is connected with the unfortunate lord Frederick II. Frederick has killed his first wife so he could marry Veronica, a beautiful young girl of poor descent. But that angered his father Herman II so much, that he imprisoned his son into a tower and made him starve. The father accused Veronica of witchcraft and planned to drown her. You decided to help Veronica.

(LOVE QUARRELS IN THE CELJE CASTLE, (the legend about unfortunate count Frederik II., Suhadolnik)

35. People lived happily in a valley surrounded by high mountains, but they knew that one day, a flood will come, and they will all die. They repeatedly sent a sentinel on a mountain to watch for the flood. He never saw anything. Since there was no water in a valley the people asked you to help them. They needed water to survive.

(WANTON PEOPLE BREAK THE EGG AND CAUSE THE FLOOD, Folk tale, Kropej, 2012)

36. In the middle of the valley sat an egg from which flowed several streams. The streams watered the ground, making it fertile, and the people did not need to work at all.

There was no winter or summer, and everything ripened without any toil and pains. This is why people became wanton and wanted to see what was inside that egg since all the happiness came from it. Arrogant, they gathered around the egg although old books had warned that nobody was allowed to go near the egg. A fat man broke the egg. And now the water starts to spread everywhere. You decided to help the people and stop the flood.

(WANTON PEOPLE BREAK THE EGG AND CAUSE THE FLOOD, Folk tale, Kropej, 2012)

37. The Lord and St. Peter traveled around the world. They arrived at a village, and the Lord told Peter to buy a rope. "Why are we going to need a rope?" asked Peter. "You will see", answered the Lord. You heard their conversation. So Peter bought a rope and they proceed to the woods. There lived a terrible brigand by the name of Kurent. He had the figure of the giant. He seized every person who was passing through the woods, robbed them, and beat them, to boot. You need to prevent the Lord and St. Peter going to the woods.

(KURENT TRANSFORMED INTO A BULLOCK, Folk tale, Kropej, 2012)

38. Korent, Kurent, the god Bacchus. People say that he had a fiddle to which, when played by Korent, everyone, regardless of where they might be, had to dance. When you came to the village you saw everyone dancing. You decided to stop that charade and stole the Korent's fiddle.

(Korent, Folk tale, Kropej, 2012)

39. When Korent, the mean god, tried to go to heaven, he was dismissed from the gates, so he went to hell instead. As soon as Lucifer saw him, he locked hell and held the iron gates so firmly that his claws appeared through them. Korent then headed back to heaven and was dismissed again. He asked for the gates to open at least a little bit so that he could peek inside. That way he tricked God into opening doors for him. Now, he was unable to dismiss him. God decided to ask you for advice on how to solve the problem. If you help him, he will make one of your wishes to come true.

(Korent, Folk tale, Kropej, 2012)

40. A hunter once went hunting. In fact, there were two of them, and they beheld a chamois up there on mountain. One of them shot it, and the chamois fell amidst some rocks. When they found it, the animal was dead, and at the sight of its horns, they were astonished. Its horns were entirely golden, real golden horns. They stole the golden horns and run away. You met them on your way and they gave you the golden horns and said that they bring bad luck. What will you do with them?

(THE CHAMOIS IN KANIN HAD GOLDEN HORNS, Folk tale, Kropej, 2012)

41. Two hunters once went hunting and they beheld a chamois up there on mountain. One of them shot it, and the chamois fell amidst some rocks. When they found it, the animal was dead, and at the sight of its horns, they were astonished. Its horns were entirely golden, real golden horns. They brought it down to village. And there, the locals were just as surprised at the animal's golden horns. But do you know what that gold was? A few days after the horns were brought to the village people start to get sick. They asked you to get rid of the horns.

(THE CHAMOIS IN KANIN HAD GOLDEN HORNS, Folk tale, Kropej, 2012)

42. Three men went hunting in the mountains. Since this took place on St. Hubertus' Day, on which hunters traditionally shoot an exceptional quarry, they were certain that they too would be fortunate. When they reached a boundary stone they suddenly beheld a white stag coming from a thicket in the forest. They started shooting. With a golden crucifix shining between its antlers, the apparition was surrounded by an unusual silver radiance. The animal was hurt and the hunters were sorry to hurt something that beautiful so they took the animal back to the village and asked for your help. In return, they will make your wish come true.

(THE WHITE STAG, Folk tale, Kropej, 2012)

43. The three men, hunters, got lost in the forest and watched the unusual white stag in the forest with surprise and followed it slowly withdrew to the dense forest. As they finally reached the edge of the forest they saw the white stag high above them, at the edge of a hill, with its golden cross glittering to a great distance. The apparition vanished after that. It was then that the men perceived the chief forester, along with half a dozen helpers, right in front of them. The locals asked you to find out what was that animal and how can they redeem it.

(THE WHITE STAG, Folk tale, Kropej, 2012)

44. There behind mountain, on a pointed rock, grows the herb of the White Man that has been growing forever. It only blooms every seventh year on the seventh day of the seventh month. Once it stops flowering, it only produces one seed. The one who gets it and eats it does not have to fear either the plague or cholera or any other disease. You found the herb by accident. What will you do with the seed?

(The herb of the white man, Folk tale, Kropej, 2012)

45. There behind mountain, on a pointed rock, grows the herb of the White Man that has been growing forever. It only blooms every seventh year on the seventh day of the seventh month. Once it stops flowering, it only produces one seed. The one who gets it and eats it does not have to fear either the plague or cholera or any other disease. But how to find this seed? Only old Voghrink knows how, and he already has one foot in the grave. You need to find the seed.

(The herb of the white man, Folk tale, Kropej, 2012)

46. If a mother bears ten sons in a row, with no daughter in between, the tenth brother is of no sane mind and runs away from home. Even if he had been served hand and foot elsewhere, he would have been compelled to continue roaming. Should a person fail to give alms to a tenth brother, this would be considered a mortal sin. One day the tenth brother step into your home.

(The tenth child, Josip Pajek, Kropej, 2012)

47. If a mother bears ten sons in a row, with no daughter in between, the tenth brother is of no sane mind and runs away from home. One day your neighbor called you and told you that she cannot allow her tenth son to run away from home. She asked for your help.

(The tenth child, Josip Pajek, Kropej, 2012)

USED RESOURCES

Pictures

Sights Cards:

Pexeles, Pixabay, Pixrepo, Pxhere, Wikimedia Commons, Wikipedia, Personal archive

Characters cards;

Wikimedia Commons, Wikipedia

Board:

Goodfreephotos, Freestockphotos, Freesvg, Pixabay, Publicdomaivectors, SVG Silh, Wikimedia, Wikipedia, Personal archive

Text

Sights Cards:

amzs.si, belakrajina.si, bled.si, brda.si, crna.si, easyride.tours, kocevje.si, k2m.si, lonelyplanet.com, notranjska.com, prekmurska-gibanica.si, rokodelskicenter-ribnica.si, slotrips.si, sloveniatimes.com, soca-valley.com, travelslovenia.si, visitjeruzalem.com, visitljubljana.com, visitnovomesto.si, visitpodcetrtek.com, visit-idrija.si, wikipedia.org

Characters cards:

Wikipedia



For more info check the website
<http://hrast.pef.uni-lj.si/game-it/SloGame.html>