

WORDS IN THE DARK

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"Words in the Dark" is a simple narration game that may be used to play with kids.

The objective is to stimulate their fantasy using the silence and the darkness in order to be concentrated and focused on the activity.

You will need 2 to 4 players and 1 six sided die for each player.

The players will sit down taking one die.



The room must be immersed in darkness, only a light of a candle is allowed.

The players should not see their die and the die of the other players.

In turn, each player tells a "disturbing" story, leading the main character to a particular moment of tension.

If you feel it's ok, you can also allow for "scary" stories.

After each player has told a story and stopped in a relevant moment each player rolls the die. No one can see the result.

After the throw, the players rotate the die in one direction and pass it to the player on the right (he/she cannot touch the die).

Now you can turn on the light (or put the die near to the candle to have a look at the result).

The player with the highest result narrates the end of all stories. In case of tie all the players will narrate their own endings.

Duration	15 minutes
N. of Players	2 to 4
Level	Easy
Needed	1 die for each player