

THREE VS TWO

By Roberto Grassi



“Three vs two” is a simple narration game that can be used with kids. The aim is to consider their capability to consider advantages and disadvantages.

The task for the two players will be to tell a story together. When they disagree they'll have to use the stones to find an agreement.

This game can be used for family playing, in the classroom and during the parties to let kids play. The number of players is two.

Here's how to play.

Get 5 stones. One player takes three stones and the other player gets the remaining two.

There will be always one narrator, the younger player.

The older player can help the kid during the narration by making some question, but it's important that the kid decides how the story proceeds. The other player can only oppose during narration. When this happens the narrator stops.



the other player. The stone remains in the pool.

- Win. He/She has to play two stones in the pool. The other player takes the three stones. The kid rejects the narration of the other player.

Narration goes on and now the following rules apply:

- The opposing player must play at least 1 stone and never can raise.
- The player who loses takes all the stones in the pool.
- Each player must have at least one stone.

The story ends when the kid wants, even if it is not "concluded" according to aesthetic canons of the older.

Example:

Player A: Once upon a time there was a fisherman living in a house by the ocean. He was very poor.

Player B: NO! The fisherman was rich and he had many boats.

Now, the opposing player, to obtain what he/she wishes to be true, puts a stone in the pool. The kid has to decide.

- Lose. Then he/she has to accept narration of

Playtime	Variable
N. of Players	2
Level	Easy
Needed	5 Stones