

KNOW YOUR SPARK CARDS

OBJECT CARDS



Object cards have random items on them– it could be anything. Players have to somehow use the objects they draw in their stories. Avoid looking through the deck ahead of time. Part of the fun is not knowing what to expect!

PLOT CARDS



Plot cards have a simple plot for players to base their stories on. This should be the overall theme of the story and not just a starting point. The Plot Card also has the recommended music genres to play from the App.

TWIST CARDS



Twist Cards change the way you tell the story or introduce a plot twist. Typically these are played during someone's story to trip them up. When a Storyteller is given a Twist Card they must immediately incorporate the twist.

GOAL CARDS



Goal Cards have secret objectives for you to achieve while telling your story. After a round of storytelling, players vote on who was the best in each category.

THE SPARK APP



The Spark App includes a timer and music. Touching an icon begins a playlist in that genre. The player controlling the app is called the Music Master. Their job is to change the music as the story changes. In any game mode, music is the key to immersion. The game is not the same without the app.

SUMMARY

Players take turns telling an improv, timed story while also having to include the objects and events on their cards. A Story Master decides the winner in several categories. Collect the most Goal Coins to prove you're a master storyteller!



WHAT YOU NEED



Setup

1. To start the game, place Goal Coins face up where everyone can see. (1 less than the number of players)

Each player should look over the Goal Coins. Collecting the most Goal Coins is how you win.

2. One player will be the Story Master and control the App. This player won't tell a story this round.

The Story Master decides the winner in each category. On the App choose Timed Stories / 90 seconds (To increase the game difficulty, choose a shorter time limit). The Story Master is in control of the music and can change genres during a story to add suspense or nudge the story in a different direction. Note: Avoid spamming the genres - that's just annoying and ruins the fun.

The Story Master deals every player 3 Plot Cards, 3 Object Cards, and 1 Twist Cards. Players can look at their Plot and Object Cards, but not the Twist.

Play

3. Choose a player to be the first Storyteller. They have 15 seconds to choose a Plot card to start their story.

Look at the Goal coins and decide which Plot you think may help you with your goal. Lay down one of your Plot cards to show you are ready. The Story Master will choose a Playlist from one of the genre icons at the bottom of the Plot Card. The music will play starting the timer. The Storyteller will tell an improv story using their Plot Card, their 3 Objects, and the Twist card. You may play your Objects in any order and at any time, but the Twist Card can only be played after playing at least 1 of your Object Cards. When the timer sounds, your turn is over. If any of the Objects, the Plot, or the Twist Card were not included in the story, or if the Story Master feels some of the cards weren't used effectively, these cards are turned face down- they will count against them.

4. Play moves clockwise and the next Storyteller chooses one of their Plots to start.

After each player has told a story, the Story Master chooses the winner for each Goal Card. Players can win more than one Goal Coin. If the Story Master feels a Goal Coin was not earned, it remains in play for the next round. If you feel two or more Storytellers earned the same Goal Coin, be sure to consider if any players did not use all of their cards in the time limit.

5. The Story Master changes to the next clockwise player for the next round. They control the App and Judge the stories this round.

Replace the missing Goal Coins. Players draw their Plot hand back to 3 and draw 3 new Object Cards and a new Twist Card. (Do not look at the Twist Card)

Winning

6. Collect the Most Goal Coins to Win.

After each player has had 1 turn as the Story Master, the player who collected the most Goal Coins is the winner. In the event of a tie, the player with the fewest unused cards against them is the winner. If it is still a tie, have a sudden death storytelling match. Spectators judge the winner.

SUMMARY

A Storyteller leaves blanks in their stories where players throw out Object Cards to fill the blank.

WHAT YOU NEED



Setup

1. Choose someone to be the Storyteller.

Deal 5 Object cards to every player. Players may look at their own cards. The Storyteller draws a Plot Card and from the App chooses 'Freeplay' and selects one of the genres from the Plot Card. The Storyteller can change the music during their story at any point.

Play

2. Leave Blanks in your story.

Start a story inspired by the Plot Card. Instead of using objects in the story, the Storyteller will leave a blank where players will submit one of their Object Cards. Example: "There wasn't enough time for me to deactivate the bomb, so I ditched it inside of a..." Look through the cards that were submitted to you and quickly choose your favorite. "...a Giraffe! But I was worried that wouldn't be enough to absorb the blast so I quickly shoved the Giraffe into a...". Players have to submit their objects within 3 seconds. Hang on to all the cards that were chosen.

3. Know your Judge.

It's important to try and predict the kind of cards the Storyteller is likely to choose. Some judges like to choose the most ridiculous option. Others like the one that fits in most naturally.

Winning

4. End the story.

After 5 blanks, the Storyteller ends the game and the player who's Object Cards were chosen the most is the winner.

**FREE
PLAY** 1-1,000

SUMMARY

Just have fun telling stories! Free Play is a simple non-competitive way to play Spark. Children as young as 4 may be able to play and you can do it with any number of players. It's great for large groups and as a fun, quick get to know you game.

WHAT YOU NEED



Setup

1. Choose someone to control the App and music. Select 'Freeplay' from the main menu.

Whoever has the app can change the music as the story progresses. Try to change genres to match the pace of the story or to force the storyteller to change the direction.

2. Tell individual stories or one big group story.

To tell a group story, deal 3 Objects and 1 Twist to every player.

Play

3. Flip a Plot Card and a player starts the story. Choose a genre on the App.

Following the prompt on the Plot Card, begin a story. Use one of your Objects in the story and place it down next to the Plot Card. When you get stuck or want to end your turn, stop talking and someone else will pick up where you left off. Players can also interrupt if they have a great idea for the story.

4. Play a Twist Card.

To use your Twist Card, throw it out during someone else's turn. If a Twist card is played during your turn, follow the twist immediately. When everyone has used all of their cards, the story is over.

5. Playing with individual stories.

To Play Free Play individually, deal 1 Plot and 3 Object cards to each player and take turns telling your own story using all of your cards. Don't look at your objects beforehand. Instead, use them one at a time as you play them.