

Novel Speaking



Why play this game?

Presents an interesting challenge of balancing the written and spoken word while focussing on the audible elements of speaking and storytelling (reliance on notes or lack of gestures no problem for this game).

How does it work?

1. Participants prepare a 5-6 minute novelette
2. The title of the piece and its type (adventure, romance, historical etc) are announced by the Chairman prior to the presentation
3. Each participant then presents the first 3 minutes of the novelette establishing the plot and introducing the principle characters
4. The purpose is to convince the audience that the rest of your story is worth hearing!
5. At the end of the game the audience members each decide by paper ballot whose story end they want to hear most.
6. The runner up and winner are then invited to deliver the rest of their novelettes after a brief summary of their opening sections by the Chairman

What do we need?

Paper and pens for the audience ballot and a skilled Chairman to run the game and keep notes on every speaker (for use later on when inviting the runner up and winner to deliver the remainder of their novelette).

Let's mix it up!

- Present another participants novelette instead of your own
- Encourage exploration of storytelling stagecraft