

Your private choices

Small delights: 3-11 players, alone or in pairs, plus one non-playing host. Total group: 4-12. Circle A or B privately in all six rows before players start.

Choose the option closer to your preference, even if you enjoy both. Do not change it after play starts. If you do not want to answer these prompts, offer another volunteer the host role or choose a cooperative game.

1. A spare hour

A: browse a bookstore

B: walk in a park

My choice: ____

2. A cozy evening

A: a jigsaw puzzle

B: a familiar movie

My choice: ____

3. A table detail

A: cloth napkins

B: handwritten place cards

My choice: ____

4. A little treat

A: a warm cinnamon bun

B: a crisp apple

My choice: ____

5. A weekend plan

A: visit a museum

B: try a new recipe

My choice: ____

6. A quiet pause

A: read a chapter

B: listen to an album

My choice: ____

Start and check together

Give each person or pair player page 1. Agree on timing before play; 3 minutes is a suggested writing allowance. Read the six rows aloud if useful, without hints. Stop together, reveal your choices and award one point per match, maximum 6. Blank rows score zero; only the first guess in a row counts. Recognizable A/B writing is fine. No speed points. Equal highest scores share the win.

Allow about 8-10 minutes including setup and checking; this is a planning estimate, not a playtest. Never print this host page on the reverse of a player sheet.

Host Table Threads

4-12 willing participants, including the host if they wish. One shared deck of 12 prompts from player page 2. Plan roughly 10-15 minutes, with no strict timer.

Prepare one deck

Print player page 2 once. Cut its twelve cards along the outlines, or keep the sheet whole. There are no secret answers. Invite guests to stay seated; no searching the room or touching anyone is required.

Offer a turn, not an obligation

Pass the deck around in seating order. Each person may draw or choose one card, swap once, give a brief response or pass. Return swapped cards to the unused deck. If the deck runs out, reuse a card; repeats do not change the result.

Keep the sharing comfortable

Offer real or imagined answers from the start. No one needs to discuss family, health, money, relationships or personal history. Read a prompt aloud when requested. A friend may read or write for someone; no reading-speed test is involved.

Find a shared thread

After everyone has been offered one turn, invite the group to name one interest or idea shared by at least two willing guests. A connection can be specific or broad: two different outdoor pauses can both suggest enjoying fresh air. Ask those guests before noting their names.

Close without a forced match

The cooperative round is complete when every guest has had the chance to respond or pass. The shared connection is optional. There are no points, winners, penalties, comparisons of gratitude or prizes for a more personal answer.

For twelve people

Print one shared player page 2 and this host page 2: two sheets. The host may also take a prompt. You can run the game directly from the uncut player page or read the article list aloud with no printing.

Host Tiny Table Tale

4-12 willing participants, including the host. One shared player page 3 and a pen for optional notes. Plan roughly 8-12 minutes, without a strict timer.

Choose one scene

Ask the table to choose one of the three scene cards on player page 3. If the group is split, the host chooses. This picks a starting scene; it is not a scored vote. Read that scene's opening and three words aloud.

Build one fictional story

Go around the table once. Each willing person adds one spoken sentence continuing what came before. They may use one or more of the three words, but no individual has to use a particular word. A guest may pass, dictate to a helper or contribute a written sentence for the host to read.

Offer one shared ending

After the round, invite a volunteer to add one closing sentence. The host may do this if nobody volunteers. Include any missing word in that ending if possible. If not, simply finish; nobody is penalized and no second round is required.

Agree on the result

This is cooperative fiction, with no correct answer, score, judge, tie-break or individual winner. The shared goal is a finished story using the chosen three words. Count ordinary singular/plural forms as the same word. Enjoy a story that misses a word as well.

Keep it light

Use made-up characters. Do not imitate a guest, disclose private stories or turn someone's pass into a joke. No memorized quotations, songs, trivia facts or acting ability are needed. Stop if the group would rather return to conversation.

For twelve people

Print one shared player page 3 and this host page 3: two sheets. The host can join the story. Optional notes record only what the group wants to keep; the words do not need to fit on the four lines.

A full three-game paper count

For 12 people including one host, use 11 copies of player page 1, one shared player page 2, one shared player page 3 and one 3-page host pack: 16 single-sided sheets. For the guessing game alone, 11 player sheets plus host page 1 use 12 sheets.