



Yes-And Story

Build one story as a group, a sentence at a time, with every sentence accepting what came before and adding something new.

Players 3–10 (best with 4–7)**Play time** 10–20 min**Materials** No materials**Movement** Seated

QUICK RULES

1. The host reads an opening line.
2. Each player adds one sentence that begins "Yes, and..."
3. Never cancel or contradict what an earlier player said.
4. After two trips round the circle, the next player gives the closing sentence.

SET UP

1. Sit where everyone can hear each other easily.
2. Explain the idea in one breath: whatever the last person said is now true, and your job is to add to it.
3. Choose an opening line — invent one or use a starter from the host view.
4. Agree on the length. Two full trips round the circle, then an ending, is right for most groups.

HOW TO PLAY

1. The host reads the opening line aloud.
2. The player to the host's left adds one sentence beginning with the words "Yes, and..."
3. Each following player does the same, building on the sentence immediately before theirs.
4. A sentence may not undo earlier events — no 'it was all a dream', no 'actually that never happened'.
5. If a player is stuck, they may say 'Yes, and meanwhile...' and add a detail about a different character or place.
6. After two complete trips round the circle, the next player begins with "And in the end..." and closes the story.

HOW THE GAME ENDS

The story ends with the "And in the end..." sentence after two trips round the circle. Three stories is a comfortable set. There is no scoring; if the group wants a winner, vote for the sentence that changed the story most.

PLAYING SEATED

Played seated by default. No step requires standing or moving.

TIPS FOR THE HOST

- The commonest stumble is adding a joke that blocks the story. Gently restate the rule — accept, then add.
- Small, concrete additions work best. "Yes, and the door was locked" gives the next player more than a dramatic twist does.
- With guests who do not know each other, start with the opening line that feels most ordinary.
- If a story drifts somewhere uncomfortable, use "Yes, and meanwhile..." yourself to move the scene.

VARIATIONS

Genre dial. Before starting, choose a genre — detective story, nature documentary, cooking programme — and tell the whole story in that style. It gives hesitant players a voice to borrow.

Yes, and remember when. Tell the story as a shared memory. Each sentence begins "Yes, and remember when we...". Framing it as something the whole group did together makes it especially warm at reunions.

STARTER IDEAS: OPENING LINES

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| ■ On the morning of the village fair, the prize marrow was missing. | ■ The recipe said "serves four", but forty people had turned up. |
| ■ The lift stopped between floors, and somebody had brought a cake. | ■ When the fog lifted, the bridge was a different colour. |
| ■ Nobody could remember who had ordered the piano. | ■ The parcel was addressed to the house, not to anyone in it. |
| ■ The map clearly showed a lake, but there was only a field of sheep. | ■ The choir had been practising one song for a year, and tonight was the night. |
| ■ At exactly noon, every clock in the town began running backwards. | ■ Somebody had planted sunflowers all along the motorway. |
| ■ The new neighbours moved in at midnight, carrying only a ladder. | ■ The museum's oldest painting had gained an extra person overnight. |
| ■ It was the first time the ferry had ever arrived early. | ■ On the last day of the holiday, the tide did not come back in. |

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