

Fakelore

A Fictionary variant using lesser-known folk tales from around the world
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1. In each group of 3-5, the Bard for the round pulls a story stack from the envelope and distributes the title sheets. The Bard keeps but doesn't look at the real story, which is behind a blank sheet at the back.
2. Everyone (including the Bard) spends 4 minutes summarizing an imagined story for the title in 2-4 sentences. See below for examples.
3. The Bard collects and reviews the summaries, shuffles them along with the real one, and numbers them.
4. The two groups at the table combine for the recital. One Bard reads their group's creations aloud, with numbers. Everyone at the table (both groups) writes down a guess at which is the real story. (Read through a second time if needed.) Remember your own story number for scoring in the next step.
5. The Bard asks for a show of hands for story #1, #2, etc, and then reveals the correct answer. Each player scores 1 point for each person who guessed their creation, and 1 point for correctly guessing the real story.

Repeat steps 4 and 5 with the other group's stories and Bard. Then separate for a new round.

Use the back of this page for recording guesses, scores, and notes!

Example summaries for familiar tales:

Red Riding Hood: A girl goes to visit her grandmother. A wolf lies in the grandmother's bed, in disguise. The girl is fooled, and the wolf eats her. A hunter cuts open the wolf, saving the girl and grandmother.

Three Little Pigs: Three pigs build houses out of different materials. A wolf blows down the houses made of straw and sticks, but can't destroy the house made of bricks.

An example round: Three fake summaries and one real for the title "Dexterity of a Squirrel":

1. A bear is trapped in a snare and calls for help. All the animals try, but none can untie the knot. Only the squirrel is able to free the bear, so the bear promises to protect it forever.
2. A group of monkeys are carrying rocks to build a bridge. The squirrel wants to help, but can only lift tiny pebbles. The squirrel uses these to fill the small gaps and complete the bridge.
3. The farmer keeps the grain locked up, but the squirrel keeps getting into it. The farmer adds more and more elaborate locks until he can't open it himself and has to beg the squirrel to open it for him.
4. The tailor wakes up every morning to find acorn shells all over his workshop. Eventually he catches the squirrel and enlists his help adding intricate touches to a dress so the tailor can win favor with the queen.