



Hey, Writers!

The Storymatic helps you create new work.

Whether you are a teenager or an established author, whether you write short stories, novels, plays, or screenplays, The Storymatic can help you generate new material.

Before you draw any cards, give yourself a time limit--say, 30 minutes or one hour. Begin writing as soon as you draw your cards. You do not need a computer to do this; all you need is a pencil and a piece of paper (or a tape recorder). Do not think. Do not edit yourself.

Say yes to everything.

Let your imagination go wherever it wants to go, and let yourself just go along for the ride. Nobody--nobody--writes a perfect first draft. So don't get hung up trying to do that. Your goal is to get a story down on the page where you can see it and start to shape it.

When writing, remember to abide by the Two Laws of The Storymatic.

Include the material on the cards in a substantial way. Do whatever the Wild Cards say. These simple parameters will keep you grounded, even as you turn off the editor in your head.

Then look over what you have written and start shaping your story. At that point, you can begin to deviate from the information on the cards... because at that point, you will have called a story into existence, and the story will establish its own terms for how it