

Build a story!

Aka ntsheketo!



How to play

- Follow the path and take turns to tell a story about a hero.
- This is a game for 2 to 6 players.
 - Decide which player will start and who will go next until all the players have had a turn. Keep playing in this order for the rest of the game.
 - The first player begins building the story at ①. The second player continues the story at ②, and so on.
 - All the players take turns to follow the blocks on the path.
 - Add ONE sentence to the story at each block.
 - When one of the players gets to **THE END**, your story is complete.



Matlangelo

- Landzelelani ndlela leyi mi ri karhi mi siyerisana ku tsheketa ntsheketo hi nghwazi.
- Lowu i ntlangu wa vatlangi va2 ku fikela eka va6.
 - Twananani leswaku ku ta sungula mutlangi wihi naswona a landzeriwa hi wihi ku fikela loko vatlangi hinkwavo va kumile nkarhi.
 - Mutlangi wo sungula u sungula hi ku aka ntsheketo eka ①.
 - Mutlangi wa vumbirhi u yisa ntsheketo emahlweni eka ②, swi fambisa xisweswo.
 - Vatlangi hinkwavo va siyerisana hi ku landzelela tibuloko ta ntla.
 - Engetela xivulwa XIN'WE xa ntsheketo eka buloko yin'wana ni yin'wana.
 - Loko un'wana wa vatlangi a fika eka MAHETELELO, ntsheketo wa n'wina wu herile.



What is the person from ⑨ doing now?

Xana munhu loyi a nga kona ku suka eka ⑨ u endla yini sweswi?

15

What actually happens next?
Hi ntiyiso xana ku humelela yini endzhaku?

14

What does your hero think should happen next?
Xana nghwazi ya wena yi ehleketa leswaku ku fanela ku endiwa yini ya emahlweni?

9

Bring the object from ⑦ or another one like it, back into the story.
Tisa nchumu lowo nga eka ⑦ kumbe wona eka ntsheketo.

16

Swin'wana swo biha swa humelela eka 'wun'wana' wa le ka ⑨. I yini?

17

Swin'wana swo biha swa humelela eka 'wun'wana' wa le ka ⑨. I yini?

18

Something bad happens to 'the someone' from ⑨. What is it?

19

Swin'wana swo biha swa humelela eka 'wun'wana' wa le ka ⑨. I yini?

20

Your hero is afraid. Why?
Nghwazi ya wena ya chava. Hikwalaho ka yini?

21

Something happens to make your hero feel brave. What is it?
Xin'wana xa humelela lexi xi endlaka nghwazi ya wena yi titwa i yini?

22

What happens now?
Ku humelela yini sweswi?

23

What has your hero learned?
Xana nghwazi ya wena yi dyondze yini?

**THE END
MAHETELELO**



13

What does your hero do?
Xana nghwazi ya wena yi endla yini?

12

Something happens to frighten the hero. What is it?
Swin'wana swa humelela ku chavisa nghwazi. I yini?

2

When does your story take place?
Ntsheketo wa wena wu humelela rini?

3

Describe where the story starts.
Hlamusela laha sungulaka kona.

4

Start telling the story like this: One day ...
Sungula ku tsheketa ntsheketo hi ndlela leyi: Siku rin'wana ...

6

What happens next?
Kutani ku humelela yini endzhaku?

7

Think of an unusual object. Add it into the story.
Ehleketa hi nchumu lowu wu nga tololekangiki. Wu katsi eka ntsheketo.



Nalibali



Real or pretend?
I ya ntiyiso kumbe i yo tiendlela?

Old or young?
I ya khale kumbe i yitsong?

Describe the hero of this story.
Hlamusela nghwazi ya ntsheketo lowu.

What does the hero look like?
Xana nghwazi leyi yi languteka njhani?

Give your hero a name.
Nyika nghwazi ya wena vito.

In the future?
Nkarhi lowu taka?

What can you smell?
Xana ku nun'hwa yini?

Describe where the story starts.
Hlamusela laha sungulaka kona.

What can you see?
Xana u vona yini?