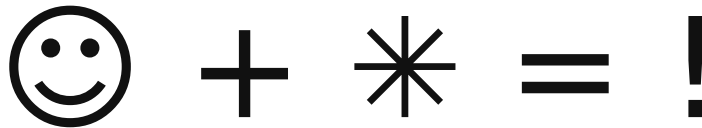


A small gathering. A whole little world.

Three adventures. One gentle plan. Excellent nonsense.



For the friend who always says, “Shall we do something?”

Bring 6–24 teens or adults together before a book club, at a community gathering, or around a few tables with friends. Spend about 15 minutes making something delightfully unnecessary.

- One host reads the prompts. No participant phones needed.
- Scrap paper and pens are enough.
- Everyone can draw, write, talk, point, listen, or pass.
- No scores, elimination, personal disclosures, or performances.

Use silly.com/play/mission-mixer/ for teams and timers, or run the entire thing from these pages. This is an original free prototype, not a product currently for sale.

Your 15-minute pocket plan.

Before people arrive: choose one adventure on pages 3–5, place paper and pens on each table, and read the host lines once. Cut the cards on page 6 if useful.

Time	Do this	You could say
0–2 min	Settle into teams	“We’re making a small imaginary world. Writing, drawing, listening, and passing all count.”
2–5 min	Give it a beginning	Read mission one. Ask each team to put one idea on paper.
5–9 min	Make it stranger	Read mission two. Keep the first idea and add a twist.
9–13 min	Bring it together	Read mission three. Connect what the team has already made.
13–15 min	Admire the worlds	“Show one detail, say one sentence, or pass. Thank you for making this with us.”

Make teams without a screen

Choose 2–6 teams; aim for 2–5 people each. Invite people to count off in a repeating sequence, then sit with their number. People may choose a different group for comfort or access. Write the final teams on page 7.

Keep the pace kind

The minutes are suggestions. Pause for questions or access needs. If you have six teams, allow about 15 seconds each for the final share. Stop after any mission if that suits your gathering.

Adventure 01: A very small town.

A tiny mascot. An impossible shop. An unnecessarily specific celebration.

1 / Meet the first resident · 3 minutes

Give your group a mascot the size of a teacup. Choose its name, a job, and a wildly disproportionate ambition. Sketch it or describe it in a few words.

| Host: “Our town has exactly one resident so far. What does this little character get up to?”

2 / Open its shop · 4 minutes

Name a shop that sells something impossible. Your mascot runs it. Draw a sign, decide what it sells, and invent a delightfully inconvenient opening-hours rule.

| Host: “Build on your mascot’s job. When would its shop definitely be closed?”

3 / Declare a holiday · 4 minutes

Invent a tiny holiday for the shop’s grand opening. Agree on a name, one tradition, and one very specific snack. Put the details on an invitation.

| Host: “Give our town a reason to celebrate. An imaginary snack is absolutely enough.”

A tiny encore

Share the shop sign, mascot, or invitation. Ask: “What detail would another tiny town want to borrow?” Anyone can pass.

Adventure 02: A café on the moon.

One unusual menu. One extremely small helper. One opinionated rock.

1 / Write the moon menu • 3 minutes

Name your café and invent a three-item menu for hungry moon visitors. Write or sketch the most unusual special. No real food is needed.

| Host: “The café is open. What is your team’s smallest, strangest specialty?”

2 / Hire a tiny robot • 4 minutes

Invent a robot for a ridiculously small café job. Choose the problem it solves and give it a name. Add a sketch or a sentence to your menu.

| Host: “Perhaps it straightens one crumb. What tiny job does your helper love?”

3 / Hear from a customer • 4 minutes

Compose a postcard from a bored moon rock that has just visited your café. Include a line about the menu, a line about the robot, and a wish for its next visit.

| Host: “Our customer has plenty of opinions. What does it tell home?”

A tiny encore

Hold up the menu or read one postcard sentence. Ask: “What would make the rock a regular?” Listening and passing are welcome.

Adventure 03: Everyday wonders.

Promote an object. Give it a tiny power. Put its small success on the front page.

1 / Announce a promotion • 3 minutes

Choose an ordinary object you can see without moving it. Give it a grand title and one tiny responsibility in your new department of everyday wonders.

| Host: “Which humble object deserves a promotion? Let’s give it a wonderfully grand title.”

2 / Make a modest superhero • 4 minutes

Your promoted object is the department’s new hero. Choose an imaginary costume, a modest power, and one everyday annoyance it can fix. Draw or describe it.

| Host: “Make the power as small as you like. What can our hero improve before lunch?”

3 / Publish the good news • 4 minutes

Write a newspaper headline about your hero’s first tiny success. Add a one-sentence quote from a delighted imaginary neighbor.

| Host: “No dramatic rescue needed. Give a small improvement a grand headline.”

A tiny encore

Show the costume or read the headline. Ask: “What other small jobs might need a hero?” No real-life stories are required.

Cut out a little encouragement.

Cut on the dotted borders if you like. Put one of each card on a table, or leave this page whole. These are invitations, not assigned jobs.

THE IDEA GARDENER

“What if we added...?”

Offer a tiny beginning. Someone else can grow it. There is no need to have the best idea.

THE QUIET CONTRIBUTOR

Point. Doodle. Listen.

You can join without speaking. A mark on paper or a nod can help the world take shape.

THE FRIENDLY CONNECTOR

Keep one detail.

Bring something from the first mission into the next. Our little world can be wonderfully inconsistent.

THE PERMISSION SLIP

Passing counts.

You can watch, skip a prompt, or leave a role to someone else. No explanation needed.

THE GENTLE TIMEKEEPER

A guide, not a race.

Tell the team when a minute remains. Ask the host for more time if the group needs it.

THE SMALL APPLAUSE

Notice one lovely detail.

At the end, thank someone for an idea, a drawing, or making space for others.

Our little worlds.

Write a team name in each box. Add names only if people want them here; keep this sheet with the host. There is no need to collect or upload it.

Team 1 / _____

People: _____

Our world's name: _____

A detail we want to keep: _____

Team 2 / _____

People: _____

Our world's name: _____

A detail we want to keep: _____

Team 3 / _____

People: _____

Our world's name: _____

A detail we want to keep: _____

Team 4 / _____

People: _____

Our world's name: _____

A detail we want to keep: _____

Team 5 / _____

People: _____

Our world's name: _____

A detail we want to keep: _____

Team 6 / _____

People: _____

Our world's name: _____

A detail we want to keep: _____

Make room for your people.

Before you begin

Ask what helps the group take part. Offer a quiet space, readable large-print prompts, and space to sit comfortably. Read each prompt aloud and let people see it. Nobody needs to move, touch anyone, draw accurately, or share personal information.

If the room goes quiet

Offer 20 seconds to think or make a mark on paper. Then invite one idea at a time. A team can pick an idea by friendly agreement; voting and competition are unnecessary.

If one voice fills the room

Try: “Let’s leave a little room for another idea, including anything written or drawn.” Let people pass rather than calling on them unexpectedly.

If the prompt doesn’t fit

Switch to another adventure, describe instead of drawing, work in pairs, or stop early. The group’s comfort matters more than finishing all the cards.

After the adventure

Ask three optional questions: Was the plan easy to follow? Which moment did you enjoy? What would make it easier next time? Keep feedback anonymous if you write it down. Do not collect personal stories or participant lists.

About this prototype

This original kit combines SILLY.COM’s own Tiny Missions and Silly Teams. The web experience and this prototype are free. A more developed downloadable edition around \$9 is only an idea under investigation; no checkout or payment collection is active.

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