

## **Become a StoryHero Sleuth**

ZURICH, SWITZERLAND, November 24, 2015 /EINPresswire.com/ -- Television and movie mysteries, along with fiction novels, have proven their appeal to generations of audiences. Whether you lean toward crimes solved by the man who lives at 221 Baker Street, or you like them to take place in a sitting room as a little old English lady knits her way to the crimesolving, or you're still chasing the red herrings that were dropped like clues on the Orient Express, the chances are that you'd like to be part of the crimesolving action. You'r not alone. It took them two years to develop the means, but Hendryk and Melanie Sommer have found a way to make that happen with what they call "the ultimate MindGame." But when they describe the StoryHero playing cards that they've developed as a mind game, they're talking about what your mind brings to the play. Now a Kickstarter crowdfunding campaign. StoryHero's Crime & Action Edition 0.1 ignites your creativity as you become part of the story that's being told through cards.

The burning question that this Mindgame asks is: Are you a story and a hero? StoryHero is the saga of Special Agent John Reed. Game players may find themselves dropped into a murder, hunting down suspects in the middle of the night, or involved in an undercover



operation. It's all in the cards. There are 20 thrilling intro stories, 50 action calls, 160 words out of the crime and action genre plus 20 voting cards. The combination of cards determines the direction of the story. If you're a fan of detective fiction, you already come to the game with a vast repertoire of plots, scenarios, and characters waiting to go into action. StoryHero turns this whodunit into a potential "youdunit" as the intro stories expand your imagination.

According to Hendryk, "the cool thing about StoryHero is that it's like being in the middle of a movie or action series but you decide what happens next. You can continue a given story and tell it in as interesting and exciting a way as you can when it's your turn."

It's a storyteller game for people who may never have told a story. It's an energetic action series for would-be Oscar-winners; a spontaneous exchange of danger and drama for directors, scriptwriters, actors and actresses. In short, it's a card game for people who want to give their imagination a chance to join forces with an existing hero who's looking for partners to tell his story.

Whether your stories are freaky or fantastic, StoryHero allows players to <u>customize the action</u> so that your own creativity and sense of strategy are integrated into the plot. StoryHero allows you to improve your creativity and communication, and also hone your social skills. The result? Melanie and Hendryk promise that your StoryHour skills will turn you into a smalltalk king or princess. Card games will be tailored to different themes. There's an Adventure Wilderness Edition that's suited for families and kids. If you're looking for a Story Hero that's intended for a "no kids" entertainment, there's the Love & Erotic Edition. You also have the option of mixing the different genre cards together for a game that's more challenging but also even more thrilling. The playing cards will also be offered in different language versions. The duo is currently working on its crime and action edition 02 and 03 so that the game, and the experience, can be played with up to twelve people rather than four.

<u>Rewards for crowdfunding donors</u> include a StoryHero cell phone screen picture; a deck of the cards, the special Christmas edition which includes a gift voucher, a personal intro story that transforms you into the author, teeshirts, and the opportunity to have your name included in the StoryHero deck as part of an official intro story. The goal is to raise \$21,656 by December 17.

## About StoryHero

Billing itself as the ultimate mind game, StoryHero (<u>www.storyhero.com</u>) is the creation of Melanie and Hendryk Sommer, a married couple with what they describe as "too many ideas." StoryHero, which took two years to develop, is a friend-friendly card game about Special Agent John Reed and the cases he investigates. The players provide input into Reed's cases as action is integrated into the proceedings, giving players the opportunity to put their creativity into the crime scene.

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