

# H O P E

RENÉ  
NEKUDA  
&  
NIKKARIN

# T U R N S O U T

# W E L L !

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## A STORY MACHINE FOR THE WHOLE FAMILY



### THE STORY MACHINE

is an original book  
that develops literacy,  
creativity, imagination, and  
hones the skills  
of the young storyteller.  
This acclaimed bestseller by  
René Nekuda  
was illustrated by the creator  
of the children's magazine  
*RAKETA*.

### ✂ PLOT TWIST CARDS ✂

You will use these when trying to resolve  
the dilemmas in this book. Cut them out,  
and write anything that comes to mind on the ten blank cards.  
Just choose your ideas carefully, because anything  
you write down will be incorporated into your stories.





HOPE IT

written by  
RENÉ  
NEKUDA

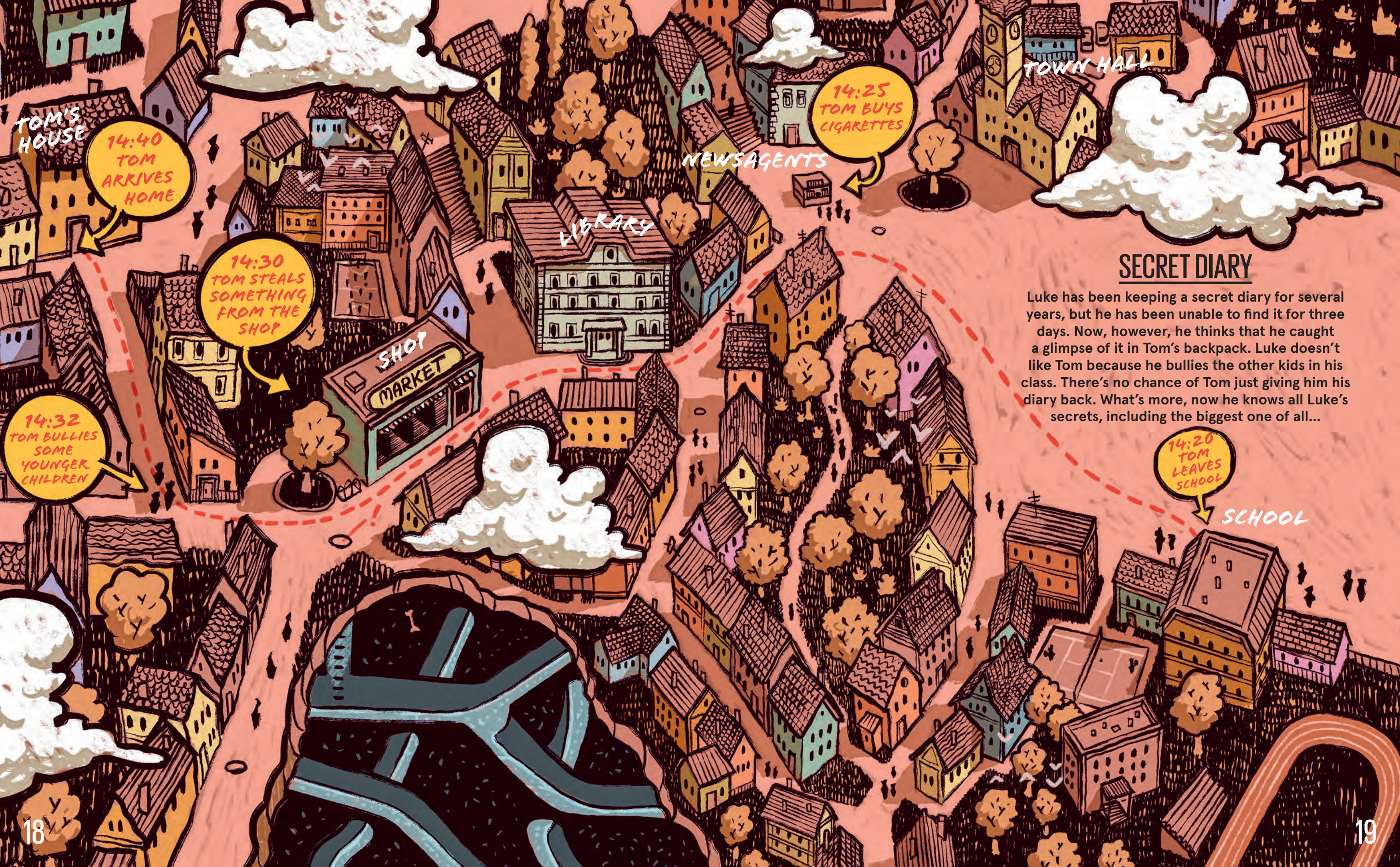
URNS OUT

illustrated by  
NIKKARIN

WELL!

A STORY MACHINE FOR THE WHOLE FAMILY





TOWN HALL

14:25  
TOM BUYS  
CIGARETTES

NEWSAGENTS

LIBRARY

14:30  
TOM STEALS  
SOMETHING  
FROM THE  
SHOP

SHOP  
MARKET

TOM'S  
HOUSE

14:40  
TOM  
ARRIVES  
HOME

14:32  
TOM BULLIES  
SOME  
YOUNGER  
CHILDREN

14:20  
TOM  
LEAVES  
SCHOOL

SCHOOL

## SECRET DIARY

Luke has been keeping a secret diary for several years, but he has been unable to find it for three days. Now, however, he thinks that he caught a glimpse of it in Tom's backpack. Luke doesn't like Tom because he bullies the other kids in his class. There's no chance of Tom just giving him his diary back. What's more, now he knows all Luke's secrets, including the biggest one of all...



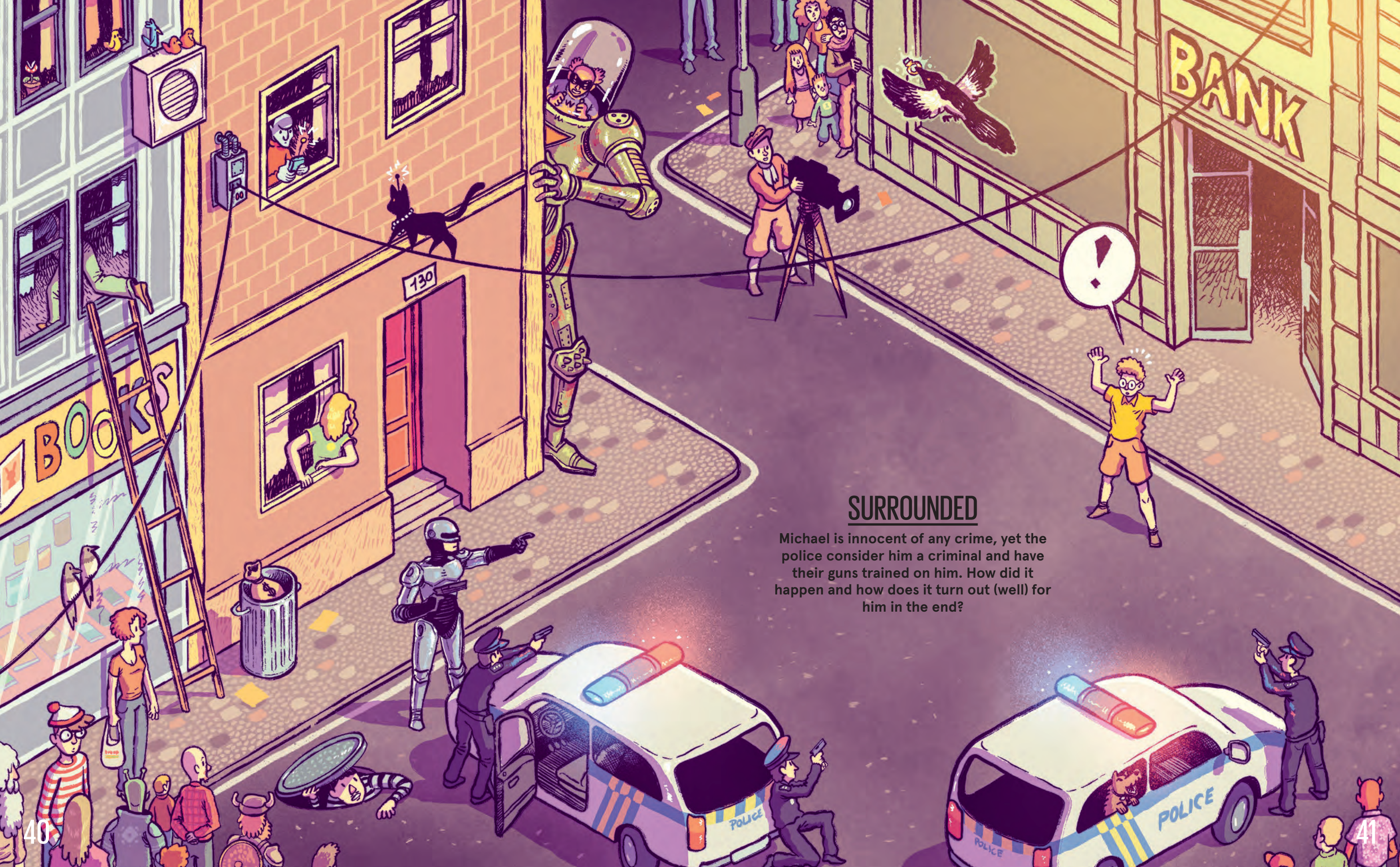


## DEEVIL

A devil is an extremely wicked being. It gets into people's heads and forces them to do things they would never dream of doing themselves. Robert has become the unlucky recipient of one such devil and now he is in danger of being expelled from school because of it. It is also the reason he got embroiled in an argument with a shop assistant. Robert doesn't know about the devil, but his younger brother has noticed that something is not quite right...







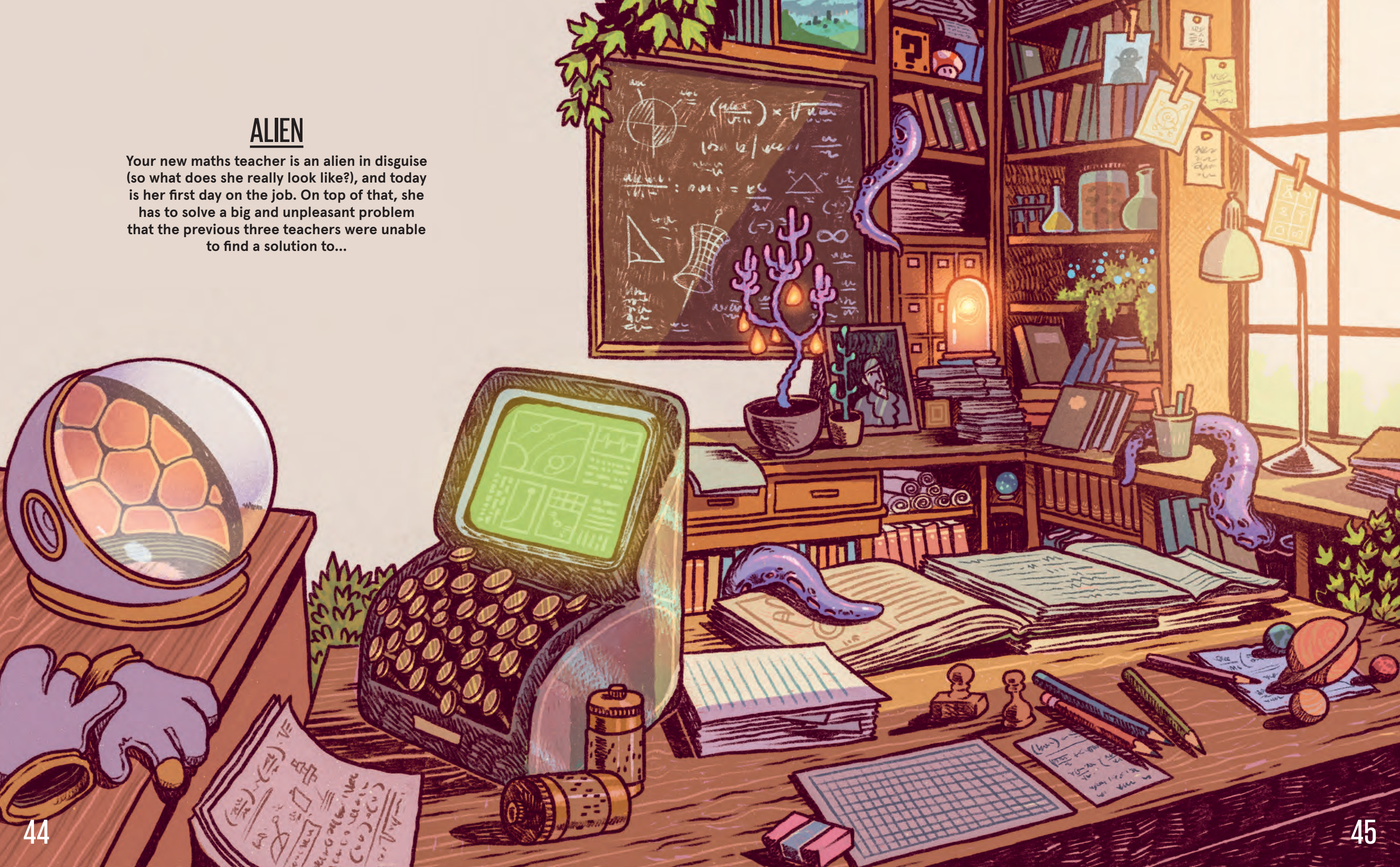
# SURROUNDED

Michael is innocent of any crime, yet the police consider him a criminal and have their guns trained on him. How did it happen and how does it turn out (well) for him in the end?

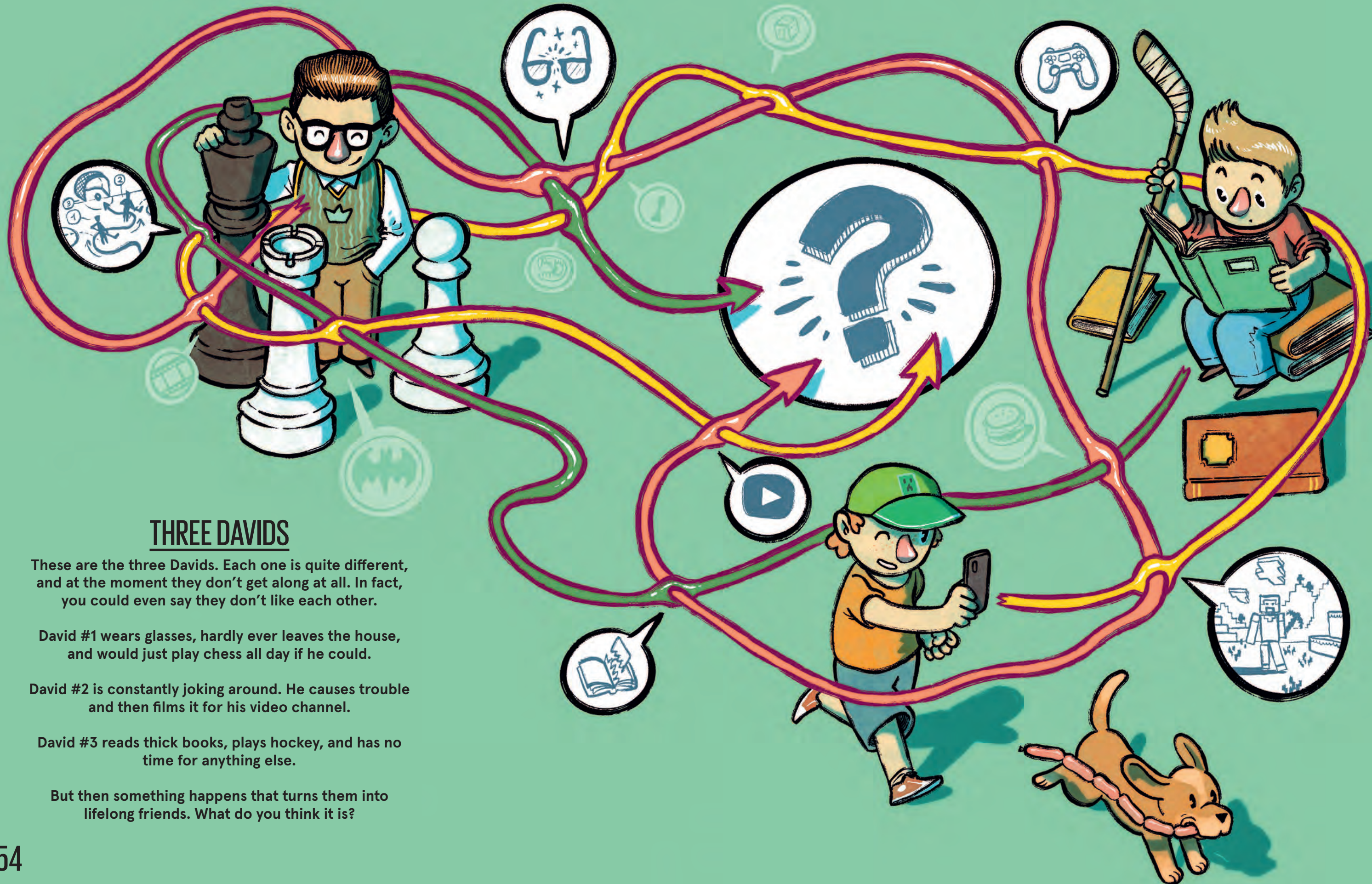


## ALIEN

Your new maths teacher is an alien in disguise (so what does she really look like?), and today is her first day on the job. On top of that, she has to solve a big and unpleasant problem that the previous three teachers were unable to find a solution to...







## THREE DAVIDS

These are the three Davids. Each one is quite different, and at the moment they don't get along at all. In fact, you could even say they don't like each other.

David #1 wears glasses, hardly ever leaves the house, and would just play chess all day if he could.

David #2 is constantly joking around. He causes trouble and then films it for his video channel.

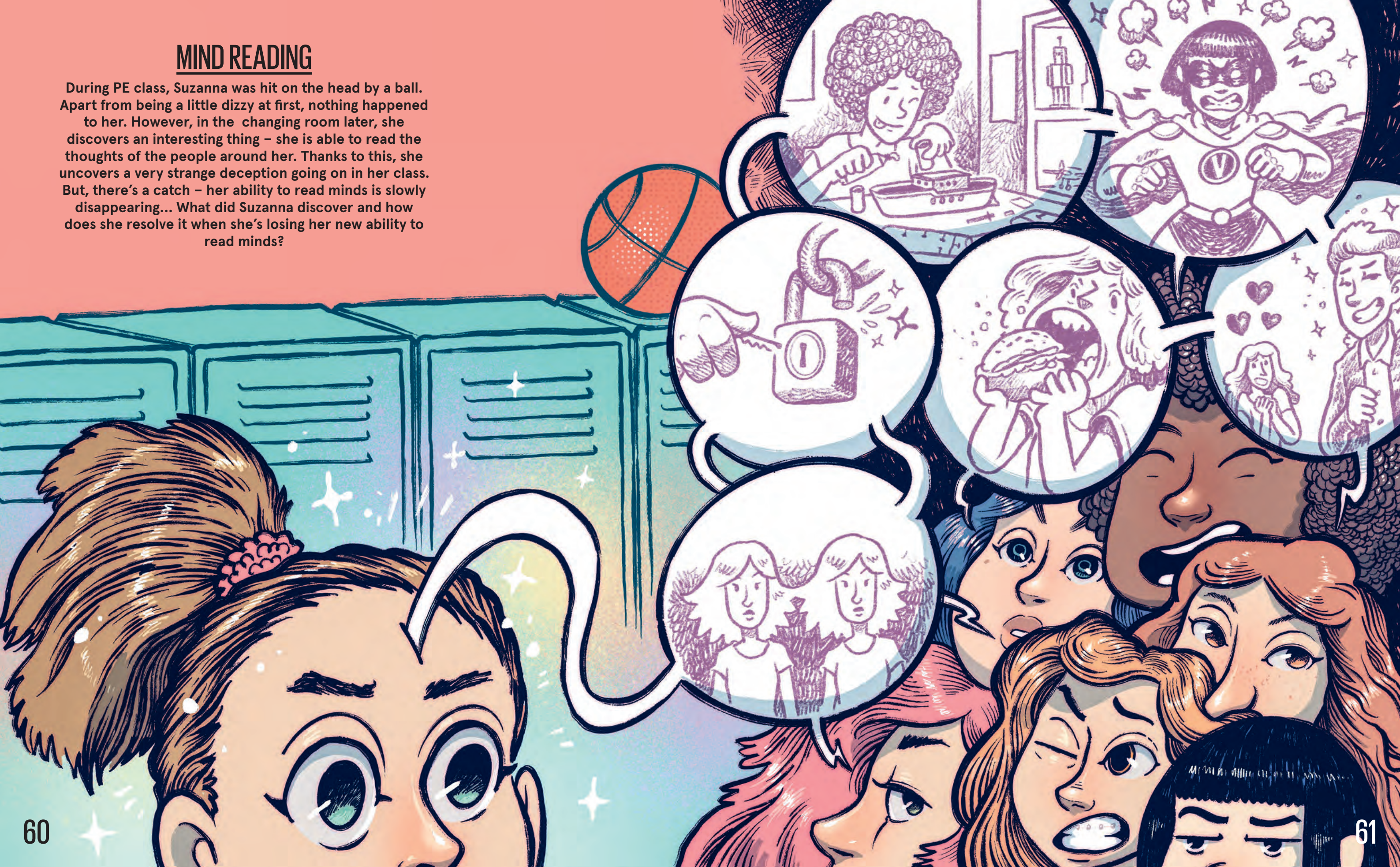
David #3 reads thick books, plays hockey, and has no time for anything else.

But then something happens that turns them into lifelong friends. What do you think it is?



## MIND READING

During PE class, Suzanna was hit on the head by a ball. Apart from being a little dizzy at first, nothing happened to her. However, in the changing room later, she discovers an interesting thing – she is able to read the thoughts of the people around her. Thanks to this, she uncovers a very strange deception going on in her class. But, there's a catch – her ability to read minds is slowly disappearing... What did Suzanna discover and how does she resolve it when she's losing her new ability to read minds?





## TIME TRAVELLER

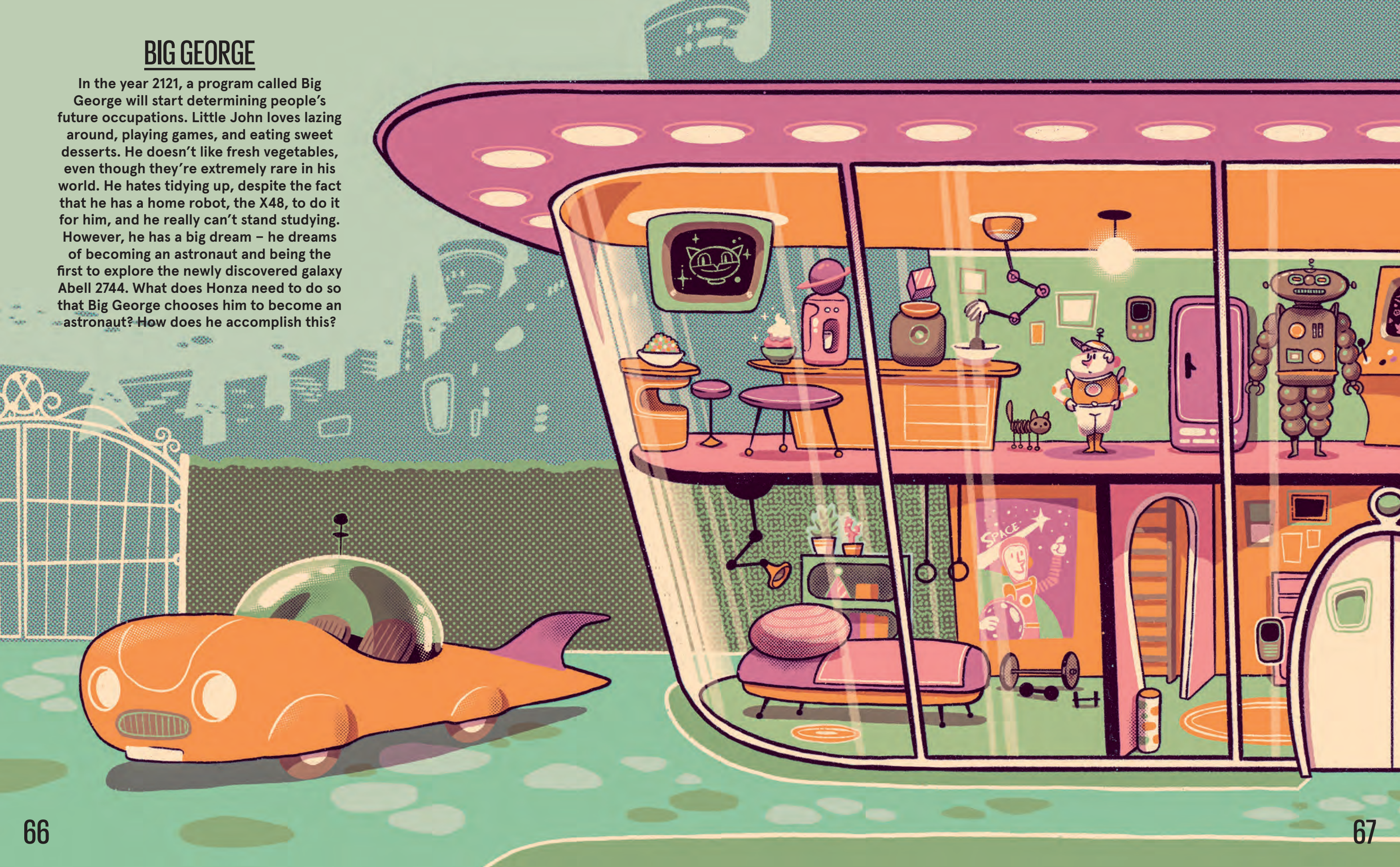
A strange man appears suddenly at your house, looking completely confused. He says his name is Hugo and that he is a time traveller trying to prevent a world war. He needs you to describe the time period he's currently in, as he thinks there's been a mistake and that he doesn't belong here. In order for his mission to succeed, he must return home as quickly as possible. How do you help the lost Hugo?





## BIG GEORGE

In the year 2121, a program called Big George will start determining people's future occupations. Little John loves lazing around, playing games, and eating sweet desserts. He doesn't like fresh vegetables, even though they're extremely rare in his world. He hates tidying up, despite the fact that he has a home robot, the X48, to do it for him, and he really can't stand studying. However, he has a big dream – he dreams of becoming an astronaut and being the first to explore the newly discovered galaxy Abell 2744. What does Honza need to do so that Big George chooses him to become an astronaut? How does he accomplish this?

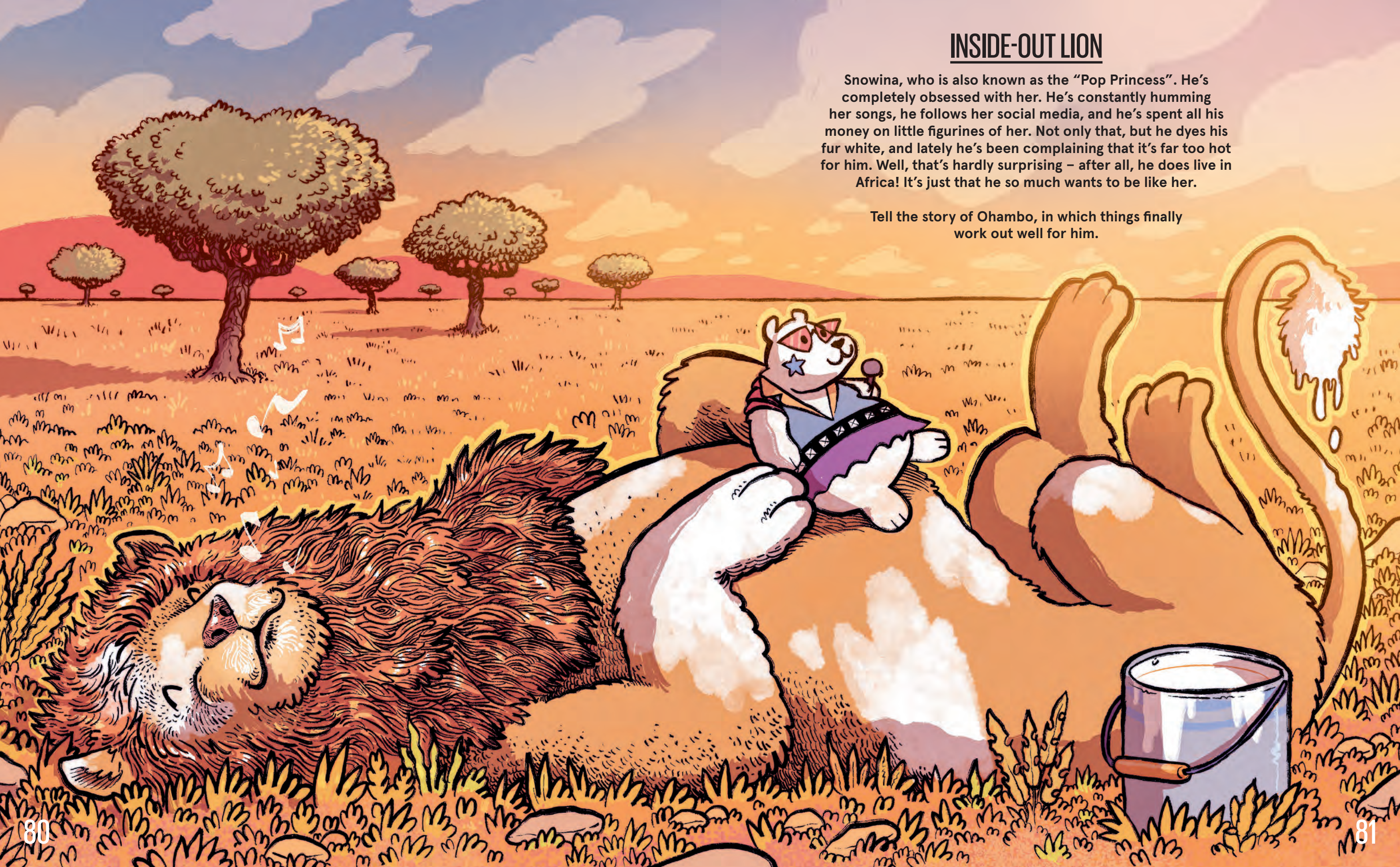




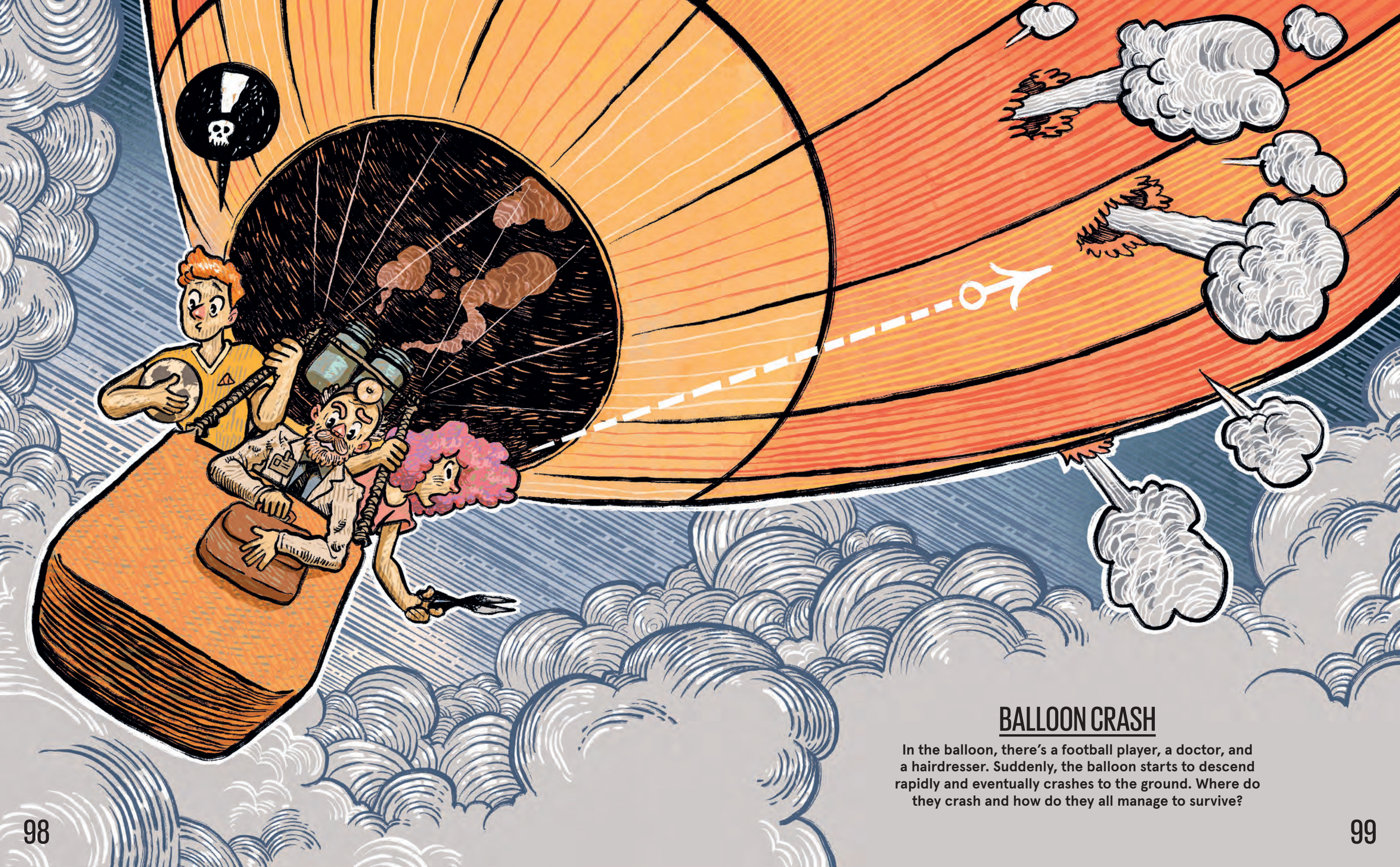
## INSIDE-OUT LION

Snowina, who is also known as the “Pop Princess”. He’s completely obsessed with her. He’s constantly humming her songs, he follows her social media, and he’s spent all his money on little figurines of her. Not only that, but he dyes his fur white, and lately he’s been complaining that it’s far too hot for him. Well, that’s hardly surprising – after all, he does live in Africa! It’s just that he so much wants to be like her.

Tell the story of Ohambo, in which things finally work out well for him.







## BALLOON CRASH

In the balloon, there's a football player, a doctor, and a hairdresser. Suddenly, the balloon starts to descend rapidly and eventually crashes to the ground. Where do they crash and how do they all manage to survive?



## KIDNAPPING

President Tamara Jones has been kidnapped by an evil mafia boss and taken to a deserted island. This causes great chaos in the country. Uncles Matt and Frankie, along with little Katie and her guinea pig Monty, decide to rescue the president, even though they are risking their lives. They just want everything to work properly again.







# **HELP PREPARE YOUR CHILDREN FOR LIFE** **WITH AN AGE-OLD PROVEN METHOD –** **STORYTELLING.**

**The book playfully presents 45 unusual situations in which the participating narrators face a variety of story dilemmas. In order to navigate them successfully, they have to find the most interesting – and above all, positive – endings. All the situations were designed to guide both children and adults towards solutions to various challenges in life (for example, envy, manipulation, competitiveness, bullying, social or health handicaps, the loss of a loved one, and parental separation).**

**The book fosters creative thinking and courage in formulating approaches to overcoming life's obstacles. It can also be used as a family board game. The colourful illustrations were created by the popular comic artist and illustrator Nikkarin.**