

# Game Setup

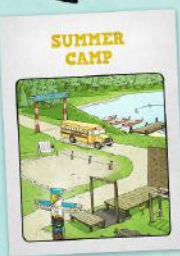
**1** Organize the cards by type into **four shuffled stacks**, face down.

**2** The youngest player will be the **first Story Starter**. If subsequent games are played, the new Story Starter will be the player to left of the previous one.

**3** Flip over the **top two Character Cards** to reveal which characters will be involved at the beginning of the story. Characters might be added or removed during the game by playing Action Cards.



**4** To reveal the setting where the story must begin, flip the **top Setting Card**. An Action Card might change this during the game.



**5** **No Concept Cards** should be revealed at Game Setup!

Deal **five Action Cards** to each player, face down. Each person looks at their own cards, keeping them hidden from other players. Leave the rest in the stack to draw from later.

**6**



**13** + **23** + **34** + **56** = **126 cards**

# How to Play

The Story Starter begins by creating the first sentence of the story, involving one (or both) of the characters that were revealed during Game Setup. The story's setting must also match the revealed Setting Card, though it's not necessary to say anything about the setting in the first sentence. To end their turn, the Story Starter reveals the first Concept Card, laying it face up.

Moving clockwise, the next player then tells the second sentence of the story. They can narrate or create character dialogue, but it is required that they incorporate the Concept Card that was revealed by the Story Starter. That player ends their turn by playing one of the Action Cards from their hand. If that card introduces a new character, setting, or concept, the next player must incorporate it into the story during their turn. The used Action Card becomes the discard pile where the other players' Action Cards should be placed thereafter. After discarding, always remember to draw another card so you always have five Action Cards in your hand.

Play continues clockwise. Each player shares their part of the story (fulfilling any requirements of the Action Card just played), plays one of their own Action Cards, and draws another Action Card to conclude their turn.

If the Story Starter did not include the second character in their sentence, then the character must be introduced into the story during the first round by one of the other players. You may not incorporate characters, settings, or concepts into the story that are not part of the game play.

If a new concept or character is introduced, set those cards face up next to the existing cards so players can see during their turn what they can use. If an Action Card is played to change the setting, the new Setting Card should be placed face up on top of the existing one, as there is only one scene per story at a time.

Because the game is collaborative in nature, older players can help younger ones come up with ideas to continue the story.

## How the Game Ends

When a player uses a The End is Near Card, all players discard their Action Cards and everyone shares one final sentence in the story; the person who played this Action Card concludes the story. If the last Action Card is drawn from the pile, do not reuse discarded cards. Players continue using and discarding their remaining cards until a The End is Near Card is played.

# The Action Card List

**Accent:** The next player must say their sentence using an accent of their choice.

**All Swap:** The person playing this Action Card decides if players will exchange cards in a clockwise or counter-clockwise direction. Each player then passes their deck to the next player in that direction. Game play continues in the same direction as before.

**Dance Off:** The next two players must dance (in a style of their choosing) while saying their sentences. Because this card affects two players, the first dancer will not play an Action Card to end their turn.

**Fast Forward:** The next player must move the story's setting into the future by an amount of time determined by the person who played the card.

**Free Speech:** The red stars on this card indicate that it may be played at any time, giving that player the right to inject a sentence of their own. Change the direction of the story, assist a struggling player, or make it a little more complicated or crazy for them.

**Jumping Jacks:** The next player does jumping jacks while saying their sentence.

**Monologue:** The next player gets to say four sentences of the story instead of just one.

**New Character:** Reveal the top Character Card from the Character Card pile and set it beside the others; the next player must introduce this character into the story during their turn.

**New Concept:** Reveal the top Concept Card and set it beside the other Concept Cards in play; the next player must introduce this concept into the story during their turn. There can be multiple concepts in play.

**Opera:** The next player must sing their sentence.

**Pig Latin:** The next player must say their sentence in pig Latin. If the player is too young and cannot do so, they must snort like a pig at the beginning and end of their turn.

**Remove a character:** The person who plays this card returns one Character Card of their choice to the bottom of the Character Card pile. The next player must explain in their part of the story how that character is no longer involved. This card cannot be played if there is only one character remaining in the story.

**Reverse:** The play order moves from clockwise to counter-clockwise, or vice versa.

**Robot Voice:** The next player must use a monotone, robotic voice while speaking.

**Skip:** The next player is skipped.

**Staring Contest:** The next player must say their sentence while staring into the eyes of the person who played the card.

**Swap:** The person playing this card is able to exchange cards with any other player. The person who received your cards will need to draw an Action Card to have five in their hand again. Play continues with the next player.

**Switch Scenes:** Reveal the top Setting Card from the Setting Card pile and place it on top of the currently in-play Setting Card, retiring it. The next player must move the story to this new setting during their turn.

**The End is Near:** All players discard their Action Cards and everyone shares one final sentence in the story; the person who played this Action Card will be the last person to conclude the story.

**Thumb War:** The next player must say their sentence while having a thumb war with the person who played the card.

**Veto:** The red stars on this card indicate that it may be played at any time! The Action Card most recently played is invalidated, placed in the discard pile, and the person who played it must instead play another to re-end their turn. Make sure to refresh your hand to always have five cards.

If you see red stars on the corners of an action card, it is a visual reminder that the card can be played at any time during the game by a player. This applies to the Veto and Free Speech cards.

## Alternative Formats

**Bedtime Story:** Allow the soon-to-be-sleeping child to randomly choose a Setting Card, a Concept Card, and two Character Cards from the piles of cards. Using these cards, create a short story. Or, the parent can choose the cards and help the child tell a story of their own as they prepare for sleep.

**Mini Story Competition:** Each player chooses a random Setting Card, Concept Card, and two Character Cards. Spend two minutes thinking up a story idea, then take turns sharing your mini stories—which should last no longer than three minutes for each story. At the end, each player votes for which story they liked the best (other than their own). For large groups, team up into pairs. Collaborate to create and share a story together.