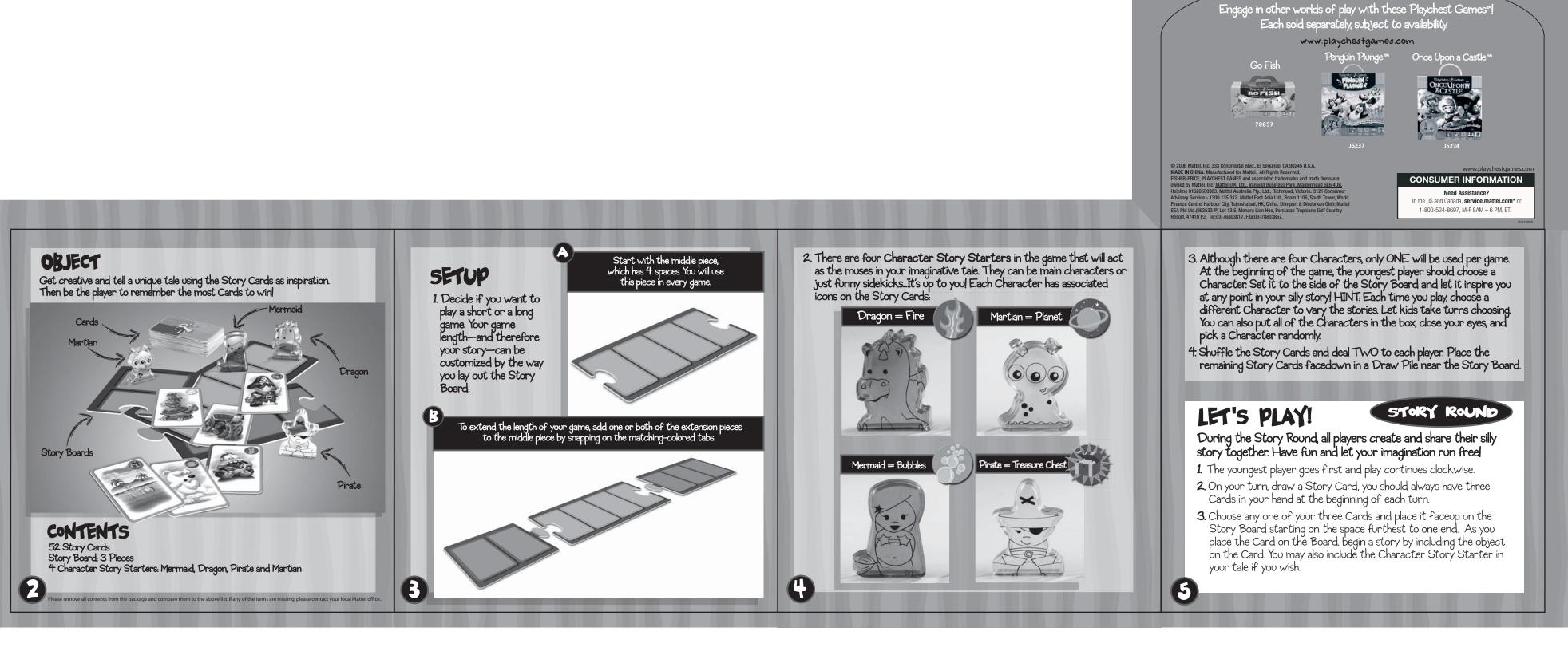
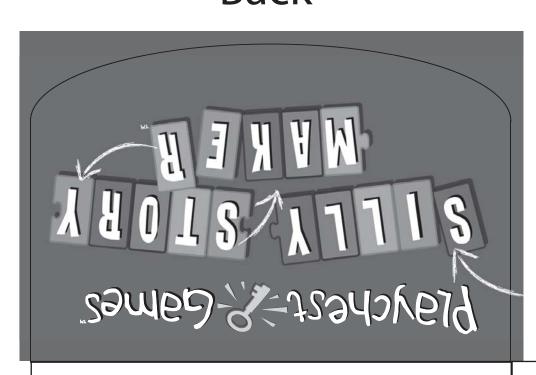
Front



Back



EXAMPLE: Let's say the Character is the Mermaid and you have the Card showing a drenched cat; you might want to start your silly story by saying: "Once upon a time there was a cat that was so enchanted by the beautiful Mermaid that he jumped in the lake after her, getting himself soaking wet..."

4 Going clock vice the part player reports the previous story for all of the

4. Going clockwise, the next player repeats the previous story for all of the Cards played up to that point. The retelling doesn't have to be word-forword, but it must include the basic elements of the story, especially the objects on the Cards and the Character's involvement. That player then plays a Card that MATCHES THE SAME COLOR OR ICON as the last Card played, and continues the tale based on the object on that Card.

"The lovesick cat got all wet when he jumped in the lake after the beautiful Mermaid...so the Mermaid waved her magic wand and the cat suddenly sprouted flippers!"

NOTE: Some Story Cards have multiple colors; these are Wild Cards that can

EXAMPLE. If the next player plays the Card showing a wand, they can say:

be matched with any other color.

5. If it is your turn and you do not have a Card that matches the color or

icon of the last Card played, you may discard ONE Card and draw a replacement from the Draw Pile. If you draw a Card that is a match, then play it. If it is not a match, your turn is over.

6. Players continue taking turns contributing to the silly story until the Story Board is full, at which point the Story Round is over and the Memory Round begins.

MEMORY ROUND

LEVEL1 Remember Cards

The Memory Round is all about remembering what the Cards are. The story itself will help you to remember! There are two levels of play:

story itself will help you to remember! There are two levels of play:1. The player who placed the final Card in the Story Round flips all of the Cards over so that they are facedown.

2 Turn order continues uninterrupted so that the next player is the first one to go in the Memory Round.

3. If it is your turn, try to guess the image that is on the first Story Card that was played. You don't have to retell the story, but that may help you to

remember the object, character, place or action shown.

4. Make your guess out loud, then peek at the Card to see if you are correct.
Only you should look at the Card during your turn.

If you guess correctly, take the Card and place it faceup in front of you.
If you guess incorrectly, return the Card facedown to its place on the Story Board so the next player can try to guess it.
5. Players take turns guessing until all of the Story Cards have been removed

from the Story Board in the order that they were originally played.

6. Now count your Cards. The player who has remembered the most Cards wins!

IF YOU TIE: Tied players should count their Cards that have the icon representing the Character used in that game. The player with the most wins!

LEVEL 2 Remember Cards with a Twist

1 As in Level 1, when the Story Round is over, the player who placed the final Card flips all of the Cards facedown. However, in this level, that player then switches the placement of any TWO Cards on the Story Board, while the other players note which cards were switched. This will create an extra challenge during the Memory Round.

2 The next player goes first and tries to guess the image on the first Card

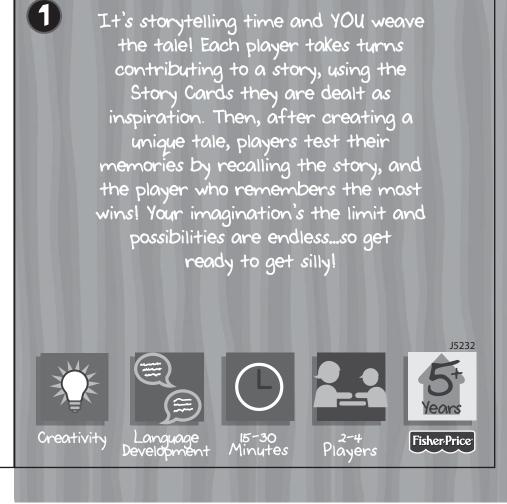
that was played, or if it was switched, whatever Card is now in that place.
Players take turns guessing until all of the Story Cards have been removed from the Story Board in the order that they are now in.

3. When the Story Board is empty, players count their Cards and the player who has remembered the most Cards, wins! Ties are broken in the same

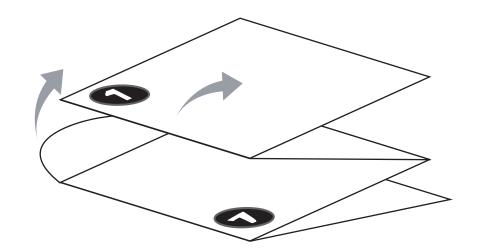
manner, by counting the number of Cards that have the icon of the

Character used in that game.





Folding Guide



SHEET SPECS: Toy: Story Game 1L Toy No.: J5232 Part No.: 0920

INSTRUCTION

8

0920 Part No.: 20 W x 8.333H Trim Size: 5W x 5H Folded Size: Type of Fold: Accordion **PMS 533** # colors: White Offset Colors: 70 lb. Paper Stock: Paper Weight EDM No.: