

[illegible]

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MEMORY ROUND

LEVEL 1 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:

- 1 The player who placed the final Card in the Story Round flips all of the Cards over so that they are face-down.
- 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 face-up in front of you.
 - If you guess incorrectly, return the Card face-down 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 TIED: 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 face-down. 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, whichever 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.



1 It's storytelling time and YOU weave the tale! Each player takes turns contributing to a story, using the Story Cards they are dealt as inspiration. Then, after creating a unique tale, players test their memories by recalling the story, and the player who remembers the most wins! Your imagination's the limit and possibilities are endless...so get ready to get silly!







Creativity
Language Development
15-30 Minutes
2-4 Players

Toy:	Story Game 1L
Toy No.:	J5232
Part No.:	0920
Trim Size:	20 W x 8.333H
Folded Size:	5W x 5H
Type of Fold:	Accordion
# colors:	PMS 533
Colors:	White Offset
Paper Stock:	70 lb.
Paper Weight:	
EDM No.:	