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ACTION CARDS

- You can only play ONE Action Card per turn.
- If you choose to play an Action Card, you must play it BEFORE creating your sentence. You can also play an Action Card even if you do not make a sentence.
- Place the Action Card in your score pile, and do the corresponding action:



Take 2 Card - Take 2 extra cards from the Draw Pile and add them to your hand.



Take 3 Card - Take 3 extra cards from the Draw Pile and add them to your hand.



Pass Left Card - Each player takes 1 card from their hand and gives it to the player on their left. NOTE: If any player does not have a card to pass, then the player to their left receives none (but must still pass a card of their own if they have 1).



Steal 2 Card - Steal 2 cards from the player of your choice (without looking at that player's hand). Add these 2 cards to your hand.



Trade All Card - Swap your entire hand of cards with the player of your choice (without looking at that player's hand).



Treasure Hunt Card - You get 2 tries to find the token that matches the image on the card (by flipping over up to 2 tokens). If you find it, you get to draw 4 cards from the Draw Pile and add them directly to your Score Pile. When you are finished, make sure all of the tokens are facedown and mix them up so they'll be ready for the next time.

GOING OUT

The game is over when the Draw Pile is empty; however, the player who takes the last card completes their turn.

SCORING

- When the game is over, set aside any cards left in your hand; these cards are NOT counted.
- All players count the number of cards in their Score Pile—each card counts as 1 point.
- Remember, your pile should contain all the cards you played throughout the game: Sentence Cards, Exclamation Cards and Action Cards.

WINNING THE GAME

The player with the highest score—the most cards in their Score Pile—wins!

BREAKING A TIE

In the event of a tie, the tied players—at the same time—will start flipping over the tokens. The first player to find a token with one of the 4 icons wins the game!

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CONTENTS

112 Cards:

- 92 Sentence Cards:
 - 26 Nouns (blue)
 - 26 Verbs (yellow)
 - 26 Fragments (green)
 - 8 Fill in the Blanks (purple)
- 4 Exclamation Cards
- 16 Action Cards
- 10 Tokens (4 labeled, 6 blank)
- 6 Connector Cards: “and” (pink)

NOTE TO PARENTS

Your child may not be familiar with basic card-playing terms, such as “draw,” “hand,” and “swap.” This is a great opportunity to teach them something new!

OBJECT OF THE GAME

Use your cards to create sentences. The longer your sentence, the more points you'll score. But the funnier your sentence, the more laughs you'll score! The player with the most points at the end of the game wins!

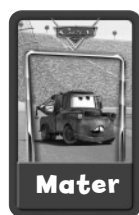
SETUP

- Shuffle the cards and deal each player 5 cards.
- Place the remainder of the cards facedown in the playing area within reach of all players; this is your Draw Pile.
- Place all of the tokens in the center of the playing area, with the 4 labeled tokens facedown, and mix them up.
- The player to the left of the dealer goes first, and play moves clockwise (to your left).

LET'S LOOK AT YOUR CARDS

There are 3 types of cards:

Sentence Cards



Make sentences using the words or phrases in the bar at the bottom. How funny can you make your sentence?

Exclamation Cards



Play at the end of your sentence... then everyone races to find the matching token!

Action Cards



Each card tells you exactly what action to perform. You can play one on each turn.

8.5 x 11

INSTRUCTION SHEET SPECS:

Toy: _____ Story Smart Up Games
Toy No.: _____ T8223
Part No.: _____ -0920
Trim Size: _____ 11" W x 8.5" H
Folded Size: _____ 5.5" W x 8.5" H
Type of Fold: _____ fold to half
final size 5.5" x 8.5".
colors: _____ 1 (one) both sides
Colors: _____ Black
Paper Stock: _____ White Offset
Paper Weight: _____ 70 lb.
EDM No.: _____

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LET'S PLAY

Your turn will consist of these basic steps:

1. At the beginning of your turn, you will ALWAYS draw 2 cards from the Draw Pile.
2. Before you make your sentence, you can play ONE Action Card if you wish (see Action Cards).
3. After you have either played an Action Card or decided not to, you can then create a sentence if you are able (see Creating Sentences).
4. If you do not like your hand, you can choose to discard cards and draw the same amount from the Draw Pile. However, this counts as your entire turn (you cannot play cards on this turn). Place your discarded cards on the bottom of the Draw Pile.
5. Your turn is over after you have made your sentence, or if you are unable to make a sentence.
6. At the end of your turn, set aside any cards you play, regardless of type; this pile will be your personal Score Pile, and all the cards you play throughout the game will be added up at the end to determine your score (see Scoring).

CREATING SENTENCES

- Look at your cards. You may want to order them in a way that will be easiest for you to make a sentence (such as by type of card, or by noun, verb, etc.).
- Any sentence you make must contain at least 2 cards, **and include a noun and a verb.** To do this, you can use a blue Noun Card and a yellow Verb Card, or you can use a purple Fill in the Blank card in place of one or both of the Noun/Verb Cards.
- **Fill in the Blank Cards are like Wild cards.** You can use them in place of any other type of card, and you make up what you want that card to say. Let your imagination run crazy with these cards: If you use it as a noun, is it your mom, pet or best friend? If you use it as a verb, does it stand for “ran a marathon” or “picked his nose”? There's no limit to what these cards can say!
- Although Sentence Cards are colored by part of speech (blue noun, yellow verb, etc.), you can be creative in your use of the cards. For instance, the “Sleepy” card is blue because “Sleepy” as a dwarf's name is a noun. But the word “sleepy” can be used in other ways, such as “I hope you're not getting sleepy reading these rules!”
- **Punctuation is assumed.** That means that if you want to create a sentence that would require a comma, you can just assume the comma is there. This allows you to place a few nouns together or place a fragment at the beginning of the sentence. See examples.
- Your sentence can be as funny and crazy as you want, but they must make sense! But don't worry, your opponents will almost certainly let you know if it doesn't!
- Make sure you read your sentence out loud so everyone can appreciate how creative and hilarious you are!

EXAMPLES

Example #1: Noun + Verb = complete sentence



Example #2: Using assumed commas to create a series (of nouns, verbs or fragments). Don't forget to use an “and” card where appropriate.



Assume there is a comma here

Example #3: Using an assumed comma to add a fragment at the beginning of sentence.



Assume there is a comma here

Example #4: Getting creative with commas and a Fill in the Blank card!



Assume there is a comma here

EXCLAMATION CARDS

- There are 4 hilarious Exclamation Cards; each features an icon that matches one of the tokens.
- You play an Exclamation Card by adding it to the end of your sentence, like a whacky exclamation point (see example).
- As soon as you play the card, ALL players immediately start flipping over the tokens in the center of the playing area. You are racing to find the token that matches the Exclamation Card played.
- If a player turns over a labeled token that does not match, that player should instantly flip it back facedown.
- Keep up the flipping frenzy until someone finds the matching token!
- The player who finds the matching token gets to take 4 cards from the draw pile and place them directly into their Score Pile. That'll count as 4 extra points at the end of the game (see Scoring).
- After someone finds the matching token, make sure all of the tokens are facedown and mix them up so they'll be ready for the next time.

Example of how to use an Exclamation Card:



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