

ACTION CARDS Any player can play an action card, even when it's not their turn, but only in the beginning of a round - before any player has begun telling their story. When an action card is played, the rules of the card apply to all players and for the entire round. Only one action card may be played each round.



Challenge round All players choose one of their pictures and hands it to the player to their right, who can't look at the picture before their turn. When it's your turn, look at the picture and explain why that particular picture matches the picture in the middle of the table.



Silent round Players aren't allowed to use words to explain their match. Instead, place the picture you've chosen next to the picture on the table and convince the other players of your choice without opening your mouth.



Contents:

1 game board 8 playing pieces 150 pictures 8 action cards 8x8 voting cards



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Can you tell a good story?

In Story, you and your opponents match pictures, explain why they belong together and then vote for the player that told the best story. The reason why your picture is the best match is up to you. No explanation is more right than another. The player to first reach 20 points or more wins.

PREPARATIONS

- 1 Each player picks a playing piece with corresponding voting cards in their favorite color.
- 2 Place the playing pieces on the striped tile.
- 3 Shuffle the pictures and hand out three each. Do not show your pictures to the other players.
- 4 Shuffle the action cards and hand out one each. Keep it secret from the other players.
- 5 Place a picture in the middle of the table.

HOW TO PLAY



The youngest player begins the game by choosing the picture on hand they think best matches the one on the table. The player then tells the other players why that particular picture is such a good match.

The round proceeds clockwise. The next player places a picture on the table and tells another story. When every player has told a story it is time to vote. The players vote for the best story by placing the voting card with the player's color face down on the table. (Psst, you're allowed to vote for yourself!)

Players reveal who they have voted for and points are awarded accordingly. The player with the most votes is awarded 1 point. Every player that voted for that player's story gets 3 points. Each round, every player receives between 0 and 4 points.

Remove all pictures from the table except the one belonging to the winning story. That picture is next rounds starting picture. The next player now begins telling a story. The game continues until a player reaches 20 points or more. If several players win during the same round, they share the victory.

TIED If several players receive an equal number of votes, the winner is determined by a tiebreaker. Tied players give one of their three pictures to the opponent to the left. Now the tied players take turns explaining how the picture they got connects to their earlier story (their last picture + the starting picture, that is), and expand their story. When the tied players have expanded their story, all players (including the ones who weren't tied) vote once more, but may only vote for the tied players. If the tiebreaker results in another tie, the winner is decided by Rock-paper-scissors. In such case, the winner is awarded 1 point, and no other player receives any points that round.

KEEPING SCORE

Points are distributed as follows:

- 1 point to the player with the most votes**
- 3 points to the players that voted for the story that got the most votes**

Players move their playing piece the same number of steps as they have received points. Remember, it's not only important to match pictures and tell a good story. It is at least as important (if not more!) to try to figure out how your opponents will vote.