

# STORYTELLER

Age: 6-99

Players: 2-6

Duration: 20 minutes

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Contents:

40 inspiration cards;

5 structure cards; Rules

This is a fun game for young and old alike which is useful for familiarising players with basic story structure and narrative abilities. The players must create a story following a precise structure: *Once upon a time, call to action, obstacle, central test, and end of the story.* The inspiration cards have a coloured tab with a number from 1 to 5 which indicates the phase that the illustrated subject belongs to.



## Preparation

The structure cards are placed in the centre of the table in order from 1 to 5: these will provide players with a guide for constructing the stories. The dealer shuffles the inspiration cards and spreads them out face down on the table.

## **How to play**

The goal of the game is to hold a sequence of cards from 1 to 5. In turn, starting with the player to the right of the dealer, each player takes a card from the table until they have five each (face up in front of the players). If no one holds a sequence from 1 to 5, the game continues: each player, in turn, draws a new card and discards one in their possession, putting it back on the table. If a player obtains a series from 1 to 5, they stop the game and try to tell a story by connecting the four images with the final card, using the structure cards as a template (on the back of each there is a brief description for each phase of the story which helps the player create the story). When the story concludes, the other players give the narrator a score from 1 to 1 (the scores are added up and represent each player's points total; the points can be written down on a sheet of paper). The narrator then puts back the cards they have used face down on the table in random order, then draws another five. The game continues in the same manner with the player to the right of the last narrator. The first player to reach 100 points wins (this can be increased or decreased by player agreement).

## **Inventing stories**

Children and adults alike can play by themselves and practise inventing stories.