

Objective of the game: To invent and tell stories.

For 3 or more: Place all the cards face up on the table, observe them and then take turns to choose one. Whoever chooses first starts telling their story. The images illustrated on the cards can help to conjure up many different ideas: situations, actions, characters, emotions and symbols that light up your imagination. The first card that is chosen is the starting point, it represents the central idea of the story, the theme around which the rest of the story must be invented. The other players take turns, in a clockwise direction, to choose one of the cards from the table and continue telling the story. Each player explains their choice and how they intend to develop the storyline. Each new card is placed beside the previous one, creating a horizontal path, which illustrates the various stages of the narration. The player who takes the last card must try, subject to the illustration, to find an ending to the story. If he is unable to do so the others must collaborate to find a conclusion! They players can also think up different endings and then vote on the best one!

2 players: The cards are shared out between the two players. The first player chooses a card from those in his

possession, and describes what the illustration is about, the second player responds with one of his cards, which must, in some way, have a logical link to the previous card, and continue the story. The story develops in this way with the players taking turns. Each player adds a card until there are no more to add. Alternatively, they can decide at the start of the game how long the story should be.

1 player: The cards can also be used by one player as a basis for inventing and writing stories. The player looks at the cards and chooses one at a time trying to answer the following questions about it:

- Who is the main protagonist of the story?
- Where is he?
- Who is he with?
- What are they doing?
- What happens all of a sudden?

In this case it is not necessary to use all the cards, and the story can end at any moment. The story can tell of a different adventure every time, with new characters and unexpected endings...just let your imagination be inspired by the illustrations on the cards! And don't forget to give your story a title!