



INSTRUCTIONS

AGES: 4 and up

NUMBER OF PLAYERS: 2+

OBJECT OF THE GAME: All the books have been mixed up and the characters and objects need to be made into a story! Players take turns making up a story using cards. Be the player who is able to remember the most cards, in order, as used in a story.

CONTENTS: 54 cards

GAME SET UP: Shuffle the cards and stack them in a deck, face down.

PLAY: The youngest player goes first. The player starts the story by saying, "Once upon a time...." as he turns over the top card of the deck. The player includes the object on the card in this sentence, making up whatever he wants as long as the item on the card is included in the sentence.

FOR EXAMPLE: If the first card turned over is the "alien" the player may say "Once upon a time, there was an alien who came to Earth."

The player then places the card back on the top of the deck, face down and passes the whole deck to the player to his left. The second player must recite what the first player said, turning over the top card as he recites. The player then turns over another card and adds this object to the story.

FOR EXAMPLE: If the second player's card is the lollipop, the player may say, "Once upon a time, there was an alien who came to Earth because he was looking for a lollipop."

Play continues as each player draws a card and adds to the story. The story can vary, but the objects as noted on the cards must remain the same and must be stated in the order drawn. Players do not have to recite the story word for word, and they may even change it, but they have to remember the object on each card in order. A player must say the object on the card before he turns over the card to go on to the next. If a player forgets the object on a card or says the wrong item he is out of the game.

WINNING THE GAME: The winner is the last player remaining in the game.

Another Way to Play the Storybook Game!

ADVANCED PLAY:

OBJECT: Be the first player to recite a story using all 54 cards without making a mistake.

PLAY: The game play is the same except that when a player fails to remember the correct object, his turn ends. He is not out of the game, he just loses a turn. The deck is then passed on to the next player.

WINNING THE GAME: The first player to be able to remember all 54 of the cards in order, without messing up, is the winner.



Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>