



Never Ending Stories

PLAY
GUIDE



The inventive
story telling
game

AND

Never Ending Stories

HOW TO PLAY

Lay the board out and place all the cards in the bag.

Each player draws eight cards from the bag. The aim for each is to be the first to play all of her/his cards and complete the story.



The youngest player begins by placing a Once Upon a Time card in the centre of the board and saying out loud, Once Upon a Time. If s/he does not have this card, play passes to the first player on the right who does have a Once

Upon a Time card. If no one has this card, the first player swaps one of her/his cards for a new one from the bag until s/he draws a Once Upon a Time card.

After the Once Upon a Time card is played, the next player on the right lays a coloured card on the board in any space touching, matching the colour on the card to the coloured space it covers on the board. Having placed the card, the player begins the story, basing it on the picture on the card.

Players in turn continue the story in the same way. Each card played must match the colour of the space it is placed on, and it must touch the edge of the previous card played.

Players may say as little or as much as they like, and may be silly or serious, but they must leave their last sentence unfinished so that the next player may complete it. For example if the picture cards shown were played, a story might begin like this:

Once upon a time...there was a mad professor who...found a message in a bottle which said that...there was an innocent man in jail because...he had been caught with a chest full of stolen jewels, so...



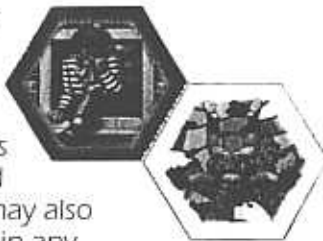
When players are unable to take a turn they should get rid of unneeded cards (extra End or Once Upon a Time cards) or discard a card of their choice and take another card from the bag. If the card that is drawn can be played, the player plays it as that turn. If the card cannot be played, it must be kept. Play passes to the next player.

If there is no space available on the board touching the last card played, the next player may place her/his card next to any other card on the board providing s/he continues the story by bringing what is shown on both cards into it.

Special cards:

The five white action cards may only be played with a blue character card.

When a player places a blue character card on the board, s/he may also place an action card in any space next to the blue card, but both pictures must be used in the story.



The wild cards may be used at any point in the game. A player may place a wild card in any coloured space, without adding to the story. Play then passes to the next player.

END OF THE GAME

The winning player must hold an End card to finish the story and win the game. An End card may only be played after all his/her other cards have been played. If a player's last card is not an End card, s/he must swap it with one from the bag as described above. There are four different End cards. To win the game the

player must give the story an ending that matches the card s/he plays:

Happy ending



Scary ending



Sad ending



Surprise ending

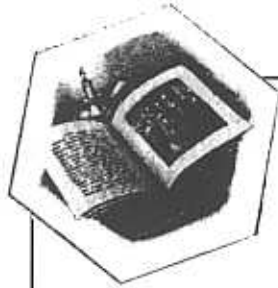
SOLO STORIES

You might like to play this variation of the game which is for one player.

The object is to see if you can make up a story with the cards you draw from the bag.

Place a Once Upon a Time card in the middle of the board. Put the rest of the Once Upon a Time and the wild cards on one side, as they are not needed in this game. Place the rest of the cards in the bag.

Take eight cards from the bag. If there is no End card among them, swap one of your cards with one from the bag until you have one. When you have seven cards and an End card in front of you, see if you can make up a story using all your cards. Rules concerning where to place cards and how to use them are the same as in the main game.



CONTENTS

1 game board

1 bag

48 picture story cards

8 blue character cards
(dog, monkey, scientist, robber, boy, doctor, explorer, girl)

8 yellow place cards
(secret passage, cave, jail, shop, wood at night, mountains, island, river)

8 green cards
(thunderstorm, footprints, purse, gifts, necklace, spider, boat, key)

8 pink cards
(fire, playground, message in a bottle, scroll, casket of jewels,
map, bicycle, torch/flashlight)

5 white action cards
(chasing, falling, swimming, lost, hiding)

4 End cards
(happy, sad, scary, surprising)

5 Once Upon a Time cards
(showing a book)

2 wild cards
(showing a child thinking)