



Treasure chest of Tales

Game contents

24 description cards, 24 object cards, 24 character cards, 6 objects and game spinner.

Object of the game

A great game for telling stories! Using the cards and your imagination, of course, create weird and wonderful stories to tell out loud to your friends. The stories can be serious or silly and if you are clever you can add an unusual twist to the tale! Try and imagine different settings for the stories, maybe it is set in historical times, under the sea, in the future or even in a world of fantasy! Players can decide when to pass the story onto the next player, they can develop their part of the story for a few seconds or if very imaginative a few minutes!

How to play

Divide the cards into 3 piles - character cards, object cards and description cards then shuffle the 3 separate piles. Place the three piles, face downward onto the table and place the treasure chest with the 6 objects in and the spinner alongside. The youngest player spins first and play continues in a clockwise direction. Spin the spinner then pick up a card or object as indicated by the arrow on the spinner. Which ever card is picked ie. object, character or description it must be incorporated into the players story e.g. "one day I was walking along the street and a funny thing happened I could not believe what I saw in front of me." Once the first player has developed the story as much as he/she wants to, the next player spins the spinner, picks a card and the story continues.

If you pick a character card

These cards show pictures of characters eg. Alien. Players must try and incorporate the character into their story e.g. "It was green and slimy with two heads and made a very strange noise. It must be from a different planet ... its an Alien!" However you could be very clever and add a twist into the tale "then suddenly the Alien started to pull off it's head luckily it was only my brother messing about in a fancy dress outfit!"

If you pick a description card

On these cards are phrases which can help you to change the direction of the story making it more exciting. A story set on a beach can take a dramatic or funny turn when the suddenly it felt very cold card is drawn. Players will have to think carefully and use their imagination to change the story or make a twist in the tale e.g. "Walking along the beach suddenly it felt very cold I looked up to the sky and saw a big silver spaceship." Amongst the description cards are two cards with the phrases and so the story ends and they all lived happily ever after. If one of these cards is picked the player must bring the story to an imaginative end.

If you pick an object card or object from the chest

Use your imagination to incorporate the object on the card or chosen from the chest into the story.

If you pick a free turn

If you spin a free turn then you can change the story in any way you like. Select a card or object of your choice or pick something in the room in which you are playing or even from your imagination. Which ever you choose you must incorporate it into the story.