

TEAMTM STORY

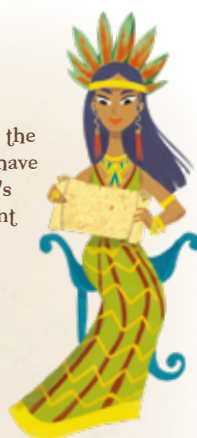


Game Rules

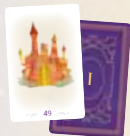




Yikes! A magic tornado wrecked the library and the magic book's pages have all flown away! Trainee sorcerers, it's up to you! Become Storytellers, invent tales, and get the pages to come back... in the right order!



Components



60 numbered
"Magic" cards



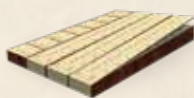
60 numbered
"Adventure" cards



5 Scroll board
pieces



1 30-second
sand timer



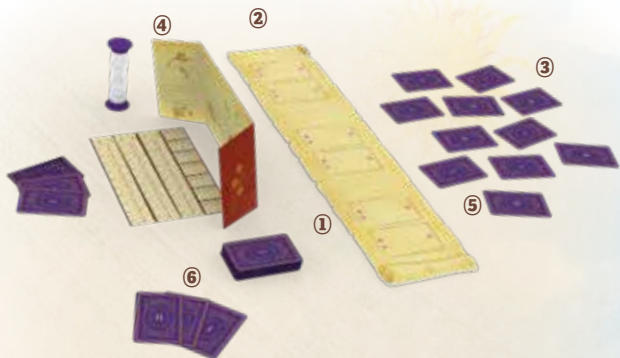
1 score pad



1 magic
book screen

Aim of the Game

Score the most ★★ (stars) by telling great stories, and by recreating them using the right cards in the right order.



Setting Up

- ① As a group, choose which deck of cards you want to use for this game: The "**Magic**" or the "**Adventure**" deck. If you wish to mix the two universes, use cards **1 to 30 (I)** from one deck and **31 to 60 (II)** from the other.
- ② Assemble the Scroll board in the center of the table so it has as many spaces as you want. More spaces makes the story longer and therefore harder to remember. For your first game, we recommend a **6-space board**. Put the leftover board pieces back in the box, you won't need them for this game.
- ③ The player with the largest ears becomes the first Listener. The other players become Storytellers and sit across from the Listener.
- ④ One of the Storytellers will be the **Scribe** for this round. They take the score pad, the screen to hide the score pad, the sand timer, and a pen. Their job is to write down scores and watch the time.
- ⑤ Shuffle the deck of cards and spread out **20 of them face down** in the middle of the table. Set aside the remaining cards for the next round.
- ⑥ Each Storyteller takes **3 cards** from the ones spread out on the table, without letting the Listener see them.



Playing the Game

Each game of *Team Story* is played over as many rounds as there are players, each split into two phases:



1



Together, the Storytellers tell a story using the cards.

2



The Listener finds the cards that were used, to recreate the story.

1



The Story

The Storyteller seated to the left of the Listener starts the story. They say "Once upon a time," pick one of the cards from their hand, and start inventing a story that refers to this card. Make sure to describe the card, or else the Listener may be misled by another card when she searches for it.

Once the card's story is told, the Scribe **secretly** writes its number down on the first space of a line on the score sheet, then places the card **face down** on the first space of the Scroll board ➤. The Storyteller refills their hand by drawing a new card from the center of the table. The player to their left then **continues the same story**, using a card from their hand.

Note: For 2 players, the Storyteller tells the whole story alone.

The story continues like this until the board is entirely filled with face-down cards.

For the duration of the story, the Listener concentrates and tries to remember as many details as possible about the cards the storytellers talk about. Keeping her eyes closed can help.

When their story is finished, the Storytellers remove the cards they used from the board, mix them face-down with the cards in their hands and the ones on the table. They then spread out all 20 cards face up on the table.



2 The Quest

The Scribe starts the sand timer. The Listener has **60 seconds** to search the cards on the table and find those that were mentioned in the story. She tries to place them on the board in the same order as the story until all spaces are filled.



Note: 60 seconds = 2 measures of the sand timer. When the timer has run out once, the Scribe turns it over a second time.

Once the time is up, the Listener stops. Check the board by comparing the cards with the numbers written on the score pad.

- ① *If a card wasn't mentioned in the story, it awards no ★ and is turned back face-down.*
- ② *If a card was mentioned by the Storytellers but isn't in the right place on the board, slide it down: it scores 1 ★ for the Listener.*
- ③ *If a card was mentioned in the story and is in the right place on the board, slide it up: it scores 2 ★ for the Listener.*

Write down the Listener's ★ total on the score pad.

Each Storyteller scores 1 ★ for each of their cards that the Listener found, whether it was in the correct order or not.



End of the Round

The player to the left of the Listener becomes the new Listener and a new round begins with 20 new cards. After 3 rounds, shuffle all the cards back together.



Note: For 2 players, the Listener and Storyteller simply switch roles.

End of the Game

The game ends when every player has been Listener once. The player who scored **the most** ★★ wins the game!

If there is a tie, the one with the most ★ as Storyteller wins.

If there is still a tie, the Storytellers share the victory!

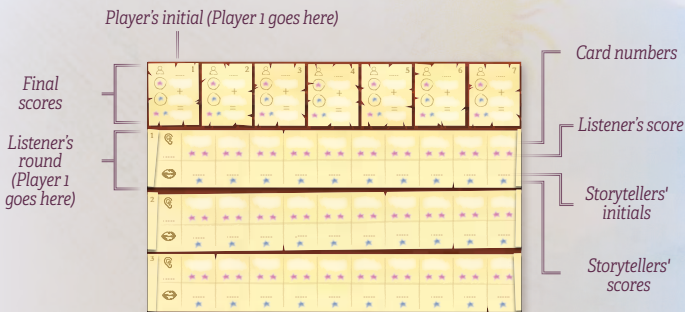


Variants

To make the game more challenging:

- Build the board with more spaces and tell stories made of more cards (8 or 10 for example).
- Spread out more cards in the middle of the table (25 or 30 for example).
- Each Storyteller holds more cards in their hand (4 or 5 for example).
- Only flip the timer once. The Listener will only have 30 seconds to recreate the story instead of 60.

How to use the score sheet:



1. During a round

Write the Listener's initials here (Player 1 goes here)

Write the Storytellers' initials here

1	P-E	20	38	23
	C-D	A-F	C-D	
2	C-D	12	7	9
	A-F	P-E	A-F	

Write the number of the card in the story here (this is the first card on the Scroll board)

2. At the end of a round

Circle the ★ to score the Listener's points

Circle the ★ to score the ★ points for each Storyteller

1	20	38	23	30	1
	C-D	A-F	C-D	A-F	C-D

3. At the end of the game

Add up the final score for each player (★ for their round + ★ for the game)

P-E	C-D	A-F	-
5	8	1	+
5	6	8	=
10	14	9	

Sample Round for a 4-Player Game



Storyteller 1 - "Once upon a time... there was a magical hair dryer **(20)**."

Storyteller 2 - "His dream was to... become a rabbit **(4)**."

Storyteller 3 - "One day, he went to see a powerful wizard **(23)**."

Storyteller 1 - "But he had lost his magic wand **(30)**."

Storyteller 2 - "Oh no, how silly, it was just hiding... in his hat! **(1)**."

Storyteller 3 - "Since that day, he is the most beautiful rabbit **(26)** in the kingdom!"



Will the Listener manage to find all the cards in this story... and place them in the right order?

Afterword from the Authors and Team

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