

© 2012 Blue Orange. All rights reserved for all countries.



Once Upon a Fairy Tales

Drawing inspiration from cards illustrated with whimsical characters and situations, players weave fanciful stories ranging from the romantic to the preposterous.

Whether making up your own fairy tale or creating a story together, you will love the way Tell Tale Fairy Tales revs up your imagination!

OBJECT OF THE GAME:

Using the image cards as prompts, tell the best fairy tale individually or as a team.

CONTENTS:

60 Cards
Illustrated Rules

PLAYERS:

1 to 8 Players
Ages 5 to Adult

THOUSANDS OF FAIRY TALES INCLUDED:

Tell Tale can be used as a new generation of storybook. Pick up a few cards, arrange them in any order you wish, and start telling a story based on the images revealed.

STORYTIME:

For a bedtime story:

For a unique and exciting bedtime story, parents, older siblings, and guardians may improvise a story based on a number of cards selected by the child (10 cards is a good guideline). The cards may be handed over all at once, or one by one in the order desired. The storyteller may also involve the child in telling the tale.

Make up your own story:

Choose some cards you like and make up the most extraordinary, funny or scary story!

HOW TO PLAY GAMES WITH TELL TALES:

There are 4 game variations that can be played alone or in teams of 2. Playing in teams of 2 can be the best way to encourage young ones to take part and is also a very fun way to play the game. These games are not competitive. Just try to come up with great stories and have fun listening to others.

Here are 4 different versions of the game, but we are sure you will also come up with your own!

TIPS

The youngest player (or team) begins the story. You can use any style and any genre to tell your story.

Cards are double-sided, but you will always use only one side of each card to tell your story.

Be flexible: with the image cards your story can change in a wink!

Don't know how to start? Try to think of a "hook," something that will pique everyone's interest.

For example:

"Once upon a time, a boy came to a spooky forest..."

"Have you heard about the castle that had..."

"This story will take you to a land far, far away..."

Bottom line: have fun!

Note: Return all cards to the deck and shuffle them before the beginning of each new game.

STORYBOARD:

Everyone takes 6 cards and places them in the order they would like to tell their own story (they can choose either side of the cards). Then players take turns improvising a story based on the 6 images on their cards.

If played in teams of 2:

Make up the storyboard together and then tell the story taking turns (one team member starts with the first card, the other adds on to the story with the second card, and so on). When this story is finished, the next team begins telling theirs.

ROUND 'N' ROUND:

Everyone takes 4 cards and then looks at their images. The first player chooses one card and places it on the table. Using this card as a starting point, he or she begins a story.

The next player chooses one of his or her cards to place next to the first card and adds on to the group story. The game continues until the last card is used.

If played in teams of 2:

Each team takes 6 cards. Teams take turns telling their communal stories; storytellers within each team alternate as they add on to the story.

SHOWTIME:

Everyone takes 6 cards. Without peeking, players place the cards face-down in a pile in front of them. One player begins a story by flipping over the first card, and continues flipping over cards to add on to the story until all 6 cards have been used. Then the next player begins a new story, and so on.

If played in teams of 2:

One team weaves a story together, alternating between team members (one team member starts with the first card, the other adds on to the story with the second card, and so on). Then it's the next team's turn.

THE STACKS

Shuffle the cards and place 24 of them in a pile in the center of the table. The first player takes one card and begins a story. Players take turns picking one card from the stack and adding on to the story until no cards remain in the central pile.