

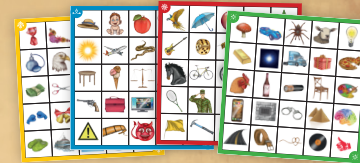
Game Rules

Objective of the Game

Find the key words of the story imagined by the narrator.

Components

- 100 illustration cards, 25 in each color.
- 4 boards displaying all 100 illustrations from the cards. Each board contains 25 illustrations, and the board colors match the card colors.
- 36 tokens
- 1 score track (inside the box)
- Game rules



Setup

- Each player chooses a color and takes 4 matching tokens. The unused tokens are set aside (they are spare pieces).
- Each player places one of their tokens on the zero space of the score track and keeps the other three.
- Shuffle the 100 illustration cards and place them in a face-down draw pile.

The game is played over multiple rounds. The number of rounds depends on the number of players.

Game Round

A player is randomly chosen to be the first narrator. They draw the first four illustration cards and look at them without showing them to the other players. They discard one face down and keep the remaining three. The boards corresponding to the colors of the three kept cards are placed at the center of the play area, accessible to all players. Any unused boards are set aside for this round.

The narrator's goal is to get the other players to guess their three illustrations. They must create a one- or two-sentence story that hints at the words matching the images on their cards, but without directly mentioning them. For example, if their cards are heart, bottle, and airplane, they could say:

«I fell in love with a flight attendant whose father is a winemaker. The end of the story.»

However, they must not say the words heart, bottle, or airplane. If they do so by mistake, they receive a two-point penalty.



As soon as the narrator finishes by saying “The end of the story!”, the other players quickly take their three tokens and place them on the illustrations they believe were referenced in the narrator's story. Multiple tokens can be stacked on the same space, but a player cannot place more than one of their own tokens on the same space. Once all players have placed their tokens, the narrator reveals their three cards.

Scoring

For each illustration, points are awarded as follows:

- If only one token is placed on a correct answer, that player earns 3 points.
- If two tokens are placed on a correct answer, the fastest player earns 3 points, and the other earns 1 point.
- If more than two tokens are placed on a correct answer, the fastest player earns 3 points, the slowest earns 1 point, and all others earn 2 points.
- Players who guessed incorrectly do not gain or lose points.
- The narrator earns as many points as the highest-scoring player in that round. However, if exactly two players found all three correct answers, the narrator's score is halved (rounded up). If more than two players found all three answers, the narrator earns nothing.

Scores are recorded on the score track. This marks the end of the round. The 100 cards are reshuffled, and the player to the left of the narrator becomes the new narrator.

End of the Game

The game ends when all players have taken a turn as the narrator a set number of times, depending on the number of players:

- In 5- or 6-player games, each player narrates once.
- In 3- or 4-player games, each player narrates twice.

The winner is the player with the most points. In case of a tie, a final tiebreaker round is played among the tied players, with a randomly chosen different player as the narrator.

Time Limit

To keep the game moving, players may impose a time limit on the narrator (e.g., 90 seconds from the moment they draw their four cards). Once the time is up, other players remind the narrator, who then has 15 seconds to tell their story. If they fail, all other players earn 2 points. This rule is optional.

Example Stories

- This Italian restaurant, run by a mafia boss, allows pets. (pizza, revolver, cat)
- I love traveling to Italy using individual gas-powered transportation. (heart, pizza, car)
- I'd like to take you on a forest track where we'll have a picnic. (bike, tree, bread)

Credits

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