

Look for other Tell-A-Tale games including:



**Pirate Edition**



**Barnyard Edition**

# Tell-A-Tale

The Cooperative Story-telling Game

## Fairytale Edition



# Instructions



Distributed by:  
Tree Toys Pty Ltd  
Unit 2, 2-4 Tasha Place, Kings Park NSW 2148  
Customer Service No. (02) 9672 8185  
Please retain our address for future reference.  
Please remove all packaging before giving to a child.  
AU AS/500/77 V1.0 09.15 M0333

Manufactured under licence by  
Tree Toys Corporation  
P.O. 43-469, Taipei, Taiwan  
www.treetoys.com  
Kinlea Holdings Pty Ltd. owns Tree Toys™, Getta 1 Games™  
and all © in the product, instructions and packaging.

### Contents:

Wooden base (in two parts), double-sided backdrop, 11 prop pieces, 11 character pieces, three prop/character dice, one action die and rules.

### Prop and Character Pieces

- |                     |             |
|---------------------|-------------|
| Mountain            | Fairy       |
| Forrest             | Knight      |
| Hill                | Dark Knight |
| Tree                | Princess    |
| Large Rock          | Magic Chest |
| Dragon              | Bag of Gold |
| Unicorn             | Well        |
| Door                | Cauldron    |
| Witch               | Frog        |
| Troll               | Book        |
| Wizard              |             |
| Princess and Knight |             |



### Double Sided Backdrop

- Meadow
- Castle



### 3 Prop/Character Dice and 1 Action Dice

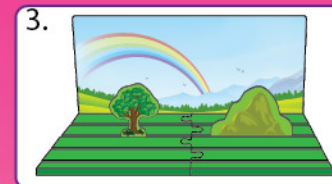
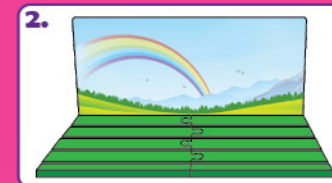


### Object:

Collaborate to make up the greatest story ever by taking turns and adding to the tale. If you're playing alone, use your imagination to make up your own greatest story ever!

### Set Up:

1. Connect the two-part game base together as shown.
2. Place the backdrop in the back slot of the game board as shown.
3. Place at least two of the following larger props anywhere on the game board:
  - Blue Mountains
  - Hill
  - Forrest
  - Tree
  - Large Rock



### Play:

On your turn, roll the three prop/character dice and the action die. Now start your story using what you rolled to tell the story. As you tell your tale you can add, remove, move, or hide characters and props. Your turn ends after you've shared one or two sentences of the story.



For example: You roll the FAIRY, PRINCESS, and WELL on the character/prop dice and the word HIDE on the action die. You might start the story by saying, "There once was a FAIRY named Whisper, who had a best friend named Pip the PRINCESS. One day, Whisper and Pip were playing and Whisper decided to HIDE behind the WELL..."

The next player then rolls and adds to the story you started. Play continues in this way with characters and props moving in accordance with the story being told. Let your imaginations run wild and work together to tell the greatest story ever!

A game consists of one or two rounds. If you decide to play one round, the player who started the story can decide how it ends when his or her turn comes back around, or keep that game going for more than one round, but end the game with the player who started the story. Be sure to have a different player start and end the story in every game you play!