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Tell-A-Tale

The Cooperative Story-Telling Game

Barnyard Edition



Instructions

Contents:

Wooden base (in two parts), double-sided backdrop, 10 prop pieces, 11 character pieces, three prop/character dice, one action die and rules.

Prop and Character Pieces

- | | |
|---------------|---------------|
| Barn | Sunflowers |
| Big Tractor | Guitar |
| Tree | Fire |
| Giant Pumpkin | Fence |
| Boy Farmer | Small Tractor |
| Girl Farmer | Truck |
| Rooster | Dog |
| Sheep | Pig |
| Cow | Goat |
| Horse | |
| Turkey | |
| Scarecrow | |



Double Sided Backdrop

- Sunset
- Rainbow



3 Prop/Character Dice and 1 Action Die

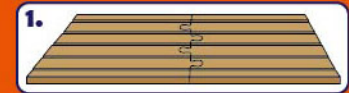


Object:

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:
 - Barn
 - Tree
 - Tractor
 - Pumpkin



Play:

On your turn, roll the three prop/character dice and the action die. Now start your story using what you rolled (three characters and/or props and one action) to tell the story. As you tell your tale you 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 TRUCK, SCARECROW and FARMER on the character/prop dice and the word RIDE on the action die. You might start the story by saying, "One day the FARMER and the SCARECROW wanted to go for a RIDE. So they took the giant pumpkin they grew, got in their TRUCK and drove it around their fields...."

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. 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!