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Tell-A-Tale

The Cooperative Story-telling Game

Pirate 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

Octopus	Pirate Ship
Parrot	Palm Tree
Mermaid	Island
Monkey	Long strip of Ocean
Boy Pirate	Treasure Map
Girl Pirate	Treasure Chest
Turtle	Shovel
Red Beard Pirate	Barrels
Crab	Fire
Peg Leg Pirate Boy	Sign
Pirate Girl with Map	



Double Sided Backdrop

Beach
Pirate Ship at Dock



3 Prop/Character Dice and 1 Action Dice

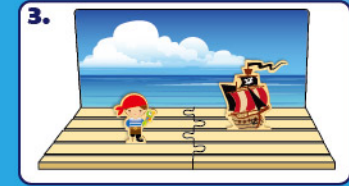
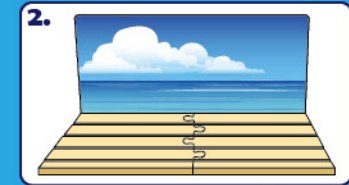


Object:

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:
 - Island
 - Boat
 - Palm tree
 - Water



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 MONKEY, TURTLE and SHOVEL on the character/prop dice and the word SEARCH on the action die. You might start the story by saying, "There once was a MONKEY name Mike who had a TURTLE friend named TOMMY. One day Mike found a SHOVEL. "This is great," he said. "I will SEARCH for buried treasure with Tommy..."

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!