**Storytelling Cards**

The game for freeing your imagination

**Continue the story**

One player shuffles the cards and deals each player 5 cards, face down. The players may look at their cards, without showing them to the other players. Going clockwise, the player following the dealer chooses one of his/her cards and places it face up in the middle of the table. Then he/she starts telling a story inspired by the image on the card.

For example, the first player may say: “Once upon a time, there was a magic candy”.

The next player who has a card with the edge of the same colour puts it down next to the one already on the table, and continues the story based on the image on his/her card. A player is skipped if he/she doesn't hold a card of the same color.

For example, the second player may say: “The special power of the candy was to transform whoever may eat it in a great fisherman.”

And so on: the next player who has a card of the same colour as the ones already played will continue the story.

For each turn, the player may put down only one card at a time. If only one player has 2 or more cards of the same colour (and no other player has any card of that colour), he/she plays the cards one at a time, continuing the story.

The same story continues until all cards of a specific colour have been played.

The last player to put down a card of that colour takes all the cards and puts them aside. Each card is worth one point.

The next player (clockwise) starts a new story by putting down a card of a different colour.

For example: In a three player game, player A starts by putting down a yellow card and beginning telling a story. Player B has no yellow cards in his hand and passes. Player C has one yellow card, so he/she plays it and continues the story. Now only player A has yellow cards left (2 cards). He puts down one of his 2 cards and goes on with the story, and then puts down the other card, which will end the story. He/she then takes all the yellow cards and puts them aside. Now it is Player B’s turn, who picks a green card from her hand, puts it in the middle of the table, and starts a new story.

The game ends when all players have played all the cards in their hand. The winner is the player with most cards set aside (each one is worth one point). At this point, a new game can be started. The game can be scored two ways: the number of games each player wins or the total points won in each game. For example:

Games won

Player A: xxx
Player B: x
Player C: xxxx

or
Points in each game

Player A: \[3 + 4 + 6 + 2 = 15\]
Player B: \[2 + 3 + 4 + 4 = 13\]
Player C: \[5 + 3 + 0 + 4 = 12\]

The jolly card with red edge gives the player the right to choose any colour he/she may want, as well as imagine any picture on it.

The cards are not shuffled again until all cards have been played. The cards already played are put aside until the whole stack is finished, and only then all cards are shuffled to form a new stack.

Variant of play: in order to make the game easier, it can be played by putting the 5 cards each player gets at the beginning of the game face up.

Remember the story

One player shuffles the deck and puts it face down at the centre of the table.

The first player draws the first card and puts it down face up, next to the deck.

He/she then repeats the story as said by the first player and continues it based on the new image.

For example, the second player says: “Once upon a time there was a private investigator whose biggest hobby was painting.”

And so on: the third player takes a new card and covers the previous ones, repeating and then continuing the story.

When a player fails to remember the story in the right order, he/she is eliminated, and the turn passes to the next player, who will not pick a new card, but rather attempt at repeating the story from the beginning and continuing it based on the last card put face up by the eliminated player.

The winner is the last player who is not eliminated.

The player who draws the jolly card may use his/her imagination regarding the picture.

For the next game(s), the cards are not shuffled again until all cards have been played. The cards already played are put aside until the whole stack is finished, and only then all cards are shuffled to form a new stack.

Variant of play: in order to make the game easier, place the cards one next to the other (instead of on top), so all cards played are always visible.

Pizza! (for 3 to 6 players)

One player shuffles the deck and deals one card face down to every other player (not to himself/herself). The players look at their card but do not show it to the other players.

For example, in a 4 player game: Anna, Luca, Mario and Sara. Luca is the dealer and deals one card each to Anna, Mario, and Sara. Luca does not get a card.

The dealer places the remaining deck on the table, face down.

Then, the dealer draws the first card from the deck and places it face up at the centre of the table (leaving some
space between the card and the deck).

After putting the card he/she has just drawn down, the dealer names the image on it, in one word, for example “Pizza!”

As soon as the dealer has done that, the other players that have a card with the edge of the same colour may put it down on top of the initial one, and name the image on their cards.

For example Luca (the dealer) draws a card and puts it in the middle of the table. The image on the card is a pizza, so Luca says “Pizza!” out loud. As soon as he finishes pronouncing the word “pizza”, Anna puts down a card from her hand that also has a blue edge, and names the image on her card in one word: “Glasses!”.

If only one player has a card of the same colour as the initial card, he/she plays it and wins all the cards in play. (In the example above, Anna wins the card with the glasses and the one with the pizza on it.)

If more than one player has a card of the same colour as the initial card and two or more players play them, the winner is the player who puts his/her card down first, and names the image on the card. He/she wins all the cards played, including those on top of his/hers of the same colour. Should he/she forget to name the image on her card, the winner is the next player who put down a card and named it.

For example, Luca (the dealer) puts down a card with blue edge which represents a pizza. Anna and Mario both have blue cards and play them, each naming the image on their respective card. Anna’s card is played first right on top of Luca’s, so he wins all three cards (Luca’s, hers, and Mario’s, whose card is on top of hers). Should Anna forget to name her card, Mario would win all three cards (if he named his card), despite him having been slower than Anna.

Playing a card is not obligatory, even if a player has a card of the colour put in play by the dealer.

If no player plays any card, then the dealer puts down a new card of a different colour on top of the first one and names the image on it, and the game starts again with the new colour.

When a player wins the turn, he/she takes all the cards face up in the middle of the table, even those of a different colour and those played by the other (slower) players.

The winner of the turn becomes the dealer: he/she deals a card face down to each player who does not have one, except for himself/herself. Then the dealer draws a card from the deck and puts it in the middle of the table face up, names the image on it, and the game starts again.

The game ends when the last card in the deck is played. The winner of the game is the player who has won the highest number of cards.