



Storyboard – Game Rules

Playing with

2-4 players Age 5 and up.

The Game Contains

40 cards, depicting various objects and characters. Some cards are marked with one star or two stars.



Preparation

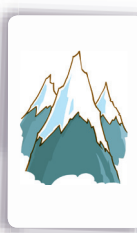
Shuffle the cards and place the deck face down as a draw pile in the center.

How to Play

The game is held in rounds and each round is played in two phases. The first phase is the card opening and the second phase is the memory phase.

First Phase:

The youngest player plays first. The first player turns over the top card of the draw pile and places it face up in the center, allowing everyone to see. Following the first, in clockwise direction, each player turns over another card and places it next to the card placed by the previous player. Keep opening cards until the total number of stars reaches five or more. When this happens the first phase ends.



Second Phase:

Allow 5-10 more seconds for everyone to memorize the cards and then, turn them over quickly face down. The player who placed the last card is the first phase starts the second phase. This player is challenged to recall the objects and character on the cards in the right sequence. After each guess the card is turned for checking and if he is correct he collects and keeps the card for scoring. As soon as he fails, the card that was name wrongly automatically goes to the next player (clockwise), who now tries to win the remaining face down cards. As soon as the second guesser fails, the turn goes to the next player etc. until all the cards are collected.

End of the game

When a round ends, start another until all the draw pile is exhausted. The final round ends with the last card of the draw pile. The winner of the game is the player who collected the most cards.

Tips for Success

One of the most effective ways to memorize list of things is to link them in a story. This game will reveal to you how exciting and easy this technique is. Here are some useful tips:

1. When the first two cards are placed notice the automatic and natural two word come to your mind for an opening sentence to start your story. Tie them together. Keep building up your story as the cards accumulate.
2. Do not insist on logic. Let your natural imagination flow. The first thing that comes to your mind will be the first thing that will pop up and you will need to reconstruct your story.
3. Try to tie one word to a card but if you feel you have to use more words to hold the story, try to keep them to a minimum.
4. Each card can spring a different meaning depending on the symbol and association you chose to focus on.

Examples:

The **Gate** can also stand for **Open** or **Closed**.

The **Farmer** holds a **Carrot** and a **Pitchfork**

The **Boy** is **Barefoot**.

The **Girl** is **Standing**.

The **Dwarf** is **Small** or **Short**.

The **Giant** is **Big** or **Tall**.

The **Well** is **Deep**.

Bread is **Food**.

When the Sun **Shines** it is a **Day** and we have **Light**.

The **Moon** can stand for **Romance**, **Darkness** or **Night**.

The **Runner** is **Afraid** or a **Coward**.

The **Knight** rides a **Horse** and he can be **Brave**.

And these are just a few. Free your mind, look at the cards and see how many associations come to your mind.

Have fun

Haim Shafir