

# A Winter Tale

*A Bella Sara Family Activity*



**SET UP:** One deck of Bella Sara Cards with at least 4 cards per player. Players will also need pencils or crayons and a clean sheet of paper.

**PLAYERS:** 2-6

**OBJECT:** The goal is to score the most points by being the first to get to the other side and by helping your friends get there as well!

**STARTING THE GAME:** To begin, each player chooses any horse card they want. This represents the horse she rides throughout their adventures.

The oldest player should read the following aloud: The story begins with the horses walking through a snowy field on a bright sunny day. Birds fly overhead; mountains can be seen in the distance. The forest sits quietly covered in snow nearby. A rabbit runs from her burrow...

The oldest player should draw a picture of the snowy field in the middle of the piece of paper.

**PLAYING:** The youngest player starts the game. Each player takes turns clockwise around the table.

During her turn a player can do one of two things. She can either add a new place on the map or she can add to the story.

When a player adds a place on the map, she takes a pencil or crayon and draws on the paper. Draw a place or feature -- like a castle or a mountain or a cave or forest.

When a player contributes to the story, she talks about what she and her horse do in the story of the group.

There are a couple of rules about adding to the story. First, the player can't take the group to any place that isn't on the map. Second, the player can't say what any of the other players does in the situations that come up.

When she's done, she passes her turn to the next player saying, "And then what happened?"

The next player can say, "Yes, but..." and talks about how things in the story change. Or she says "Yes, and..." and talks about how what happened in the last story turned out unexpectedly better than the previous player imagined.

If you're stuck for ideas either for what to draw on the map or for what to say in your story, draw a card from the deck. Use the card's horse, location or message for inspiration to either tell more of the story or to add a location to the map.

**SCORING:**

The game ends when the players agree that the story has reached a satisfying conclusion or after the last card is drawn from the deck.

If the deck does run out, the player to draw the final card may add a feature to the map and wrap up the story. She should try to include a bit about everyone in the conclusion.



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