

Thereby Hangs a Tale

Game components:

A spinner to select who continues the story next.

- Use the inner wedges for 3 players
- Use the green ring for 4 players
- Use the pink/red/brown ring for 5
- Use the blue ring for 6 players

A standard 6-sided die

A set of Role Cards

A set of Assumption Cards

A set of Event Cards



Playing the game:

1. Shuffle each of the card decks and place them face down on the table.
2. Each player selects a Role Card. That is the role they will portray in the game. They then roll the 6-sided die, and modify their role with the attribute of that number on the Role Card. Place your Role Card aligned with the appropriate sector of the spinner.
3. Draw one Event Card. This is the stimulus for the beginning of the story.
4. Spin the spinner. The person whose Role Card is aligned with the indicated sector becomes the Story Teller.
5. The Story Teller draws an Assumption Card. They then tell the next segment of the story as if they believe that assumption.
 - a. If it seems too painful to use that assumption, the Story Teller may draw a different card or explicitly make a new assumption. Write the new assumption on a blank Assumption Card.
 - b. If the Story Teller feels the story is stuck, they may turn over a new Event Card to stimulate furthering the story.
6. When the Story Teller feels they have told enough of the story, they spin the spinner to select the next Story Teller.
 - a. If the spinner points to the current Story Teller, then that person names the next Story Teller, perhaps someone being neglected.
7. The next Story Teller continues at instruction #5.
 - a. If the players feel the game is getting stale, they may propose a change in the rules.