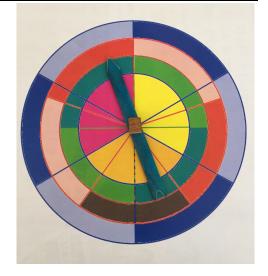
## **Thereby Hangs a Tale**

## **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.

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