TATTERED TALES

THE TEAM-BASED STORYTELLING PARTY GAME!

SNOWY PIER GAMES

BOX CONTENTS
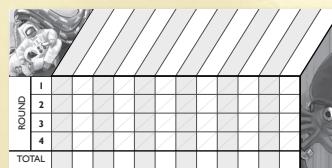
248 Item Cards

52 Situation Cards

Climb to the top of a New York skyscraper
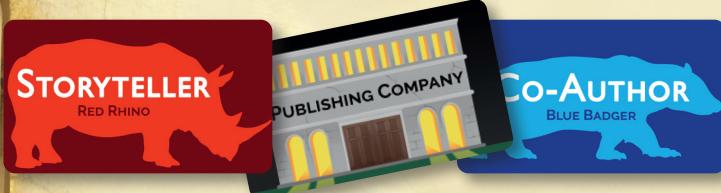
A 25-sheet Scorepad

A Pencil

12 Publishing Company Cards
(4 Storyteller and 8 Co-Author)

A 2-minute Sand Timer

STORYTELLER
RED RHINO

PUBLISHING COMPANY

CO-AUTHOR
BLUE BADGER

Storyteller Front

Co-Author Front

OVERVIEW

Tattered Tales is a storytelling game where players work in teams (called publishing companies) to create unique stories! As co-authors of the tale, you and your teammates must use a diverse set of random items to create a story that resolves a given situation. There is limited time to figure out how to not only use the items available to you, but also make your story immersive and entertaining. Players shift to new publishing companies each round, but the player who helps create the most captivating stories throughout the game claims the title of Master Storyteller!

For a "How to Play" video, either scan the QR code on the back of this rulebook or visit our website at www.snowypiergames.com.

SETUP (PROLOGUE)

1. Shuffle the item cards and place the deck face down in the center of the playing area.

2. Shuffle the situation cards and place them in a deck face down next to the item cards.

3. Determine which publishing company cards (also called "company cards") to use in the game by referencing the table below. Include the "Storyteller" company card for each company in the game. Shuffle all included company cards and place them next to the item and situation cards. Place unused company cards back in the box.

# of players	# of cards to be used (1 storyteller + 0-2 co-authors)			
	Red Rhino	**Yellow Yak**	**Blue Badger**	**Green Goose**
4	2	1	1	N/A
5	2	2	1	N/A
6	2	2	2	N/A
7	3	2	2	N/A
8	3	3	2	N/A
9	3	3	3	N/A
10	3	3	2	2
11	3	3	3	2
12	3	3	3	3

4. The group picks someone to be the bookkeeper. This person should be someone that the group trusts to keep an accurate and honest score. Remove the sand timer from the box and give it to the bookkeeper.

The game is divided into rounds. The next two pages describe the steps that are taken each round.

STORY CREATION (RISING ACTION)

1. The bookkeeper deals a random publishing company card to each player (including themselves). Players who receive the same colored company cards are on a team for the round, and should move to sit near one another.

2. The bookkeeper flips over the top situation card, places it in the center of the playing area, and reads it aloud. **NOTE: All publishing companies share a single situation card each round.**

3. The bookkeeper deals five item cards face down to each storyteller.

4. The bookkeeper starts the timer (a 2-minute phone timer can also be used). Each storyteller then picks up their cards and holds them for all their co-authors to see. Publishing companies have two minutes to figure out how to use their items to develop a story that addresses the situation. During this time, each company chooses one item to discard. The four remaining items must be incorporated into the story in some way.

SHARING IS CARING!

Try to give everyone the chance to be the storyteller at least once during the game. Everybody likes telling stories!

(Item cards shown: Horseshoe Magnet, Stale Bagel, Giant Squid, Bow and Arrows, Light-up Yo-yo)

STORYTELLING (CLIMAX)

1. Once the time is up, the storytellers all put their item cards face down in front of them and return their storyteller cards to the center.

2. The bookkeeper shuffles the storyteller cards and reveals one randomly. The storyteller whose card was revealed then picks up their item cards and tells their company's story.

3. The bookkeeper reveals another storyteller card and repeats the process. This continues until each storyteller has told their company's story.

STORYTELLING TIP

Place your item cards in front of you as you introduce them. This will keep your audience engaged and help them remember your story when they vote!

VOTING (FALLING ACTION)
To score each round, the following steps are taken:

1. After all the stories are told, each player (including the bookkeeper) decides individually which story they want to vote for as the best story. You **cannot** vote for your own company's story, and you can only vote for one story.

2. If this is your first round scoring this game, write all the players in the name boxes across the first row.

3. To remember which company each player belongs to, the bookkeeper writes the first letter of each player's publishing company in the upper left corner of that player's box for the current round.

4. The bookkeeper takes a poll to determine the number of votes received by each company. They do this by going through each company, asking everyone who is voting for that company to raise their hands, counting the votes (remembering to count their own vote), and writing the total in each of the boxes of the players belonging to that company. The bookkeeper may have players close their eyes during voting. Each vote gives all company members a point.

VOTING CRITERIA

Each player can base their vote however they choose! Here are some possible criteria:
• Funny
• Entertaining
• Practical
• Creative use of items

HELP THEM REMEMBER!

Players may find it helpful for the bookkeeper to include the name of the storyteller along with the company name when they are calling for votes.
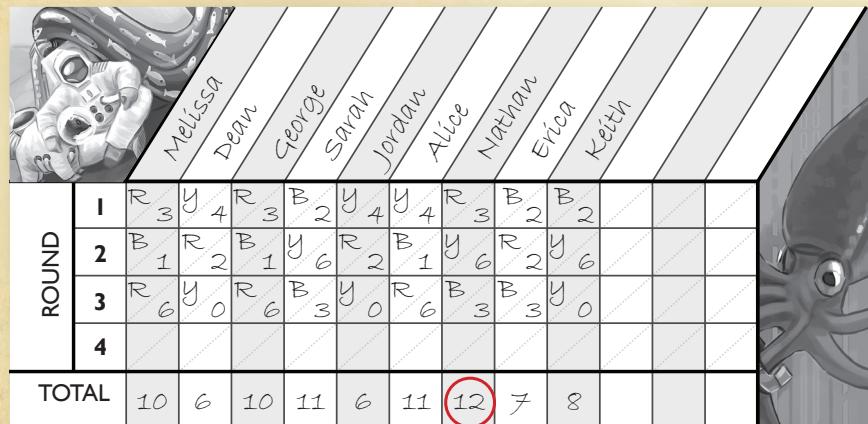
	Melissa	Dean	George	Sarah	Jordan	Alice	Nathan	Erica	Keith
1	R 3	Y	R 3	B	Y	Y	R 3	B	B

For example, suppose that Melissa, George, and Nathan belong to Red Rhino Publishing Company for the first round. During the voting phase the bookkeeper might first ask "everyone voting for Red Rhino, raise your hand". If three people raise their hands, the bookkeeper would write "3" in Melissa, George, and Nathan's columns. They would do this for each publishing company in play.

5. After the bookkeeper scores the round, proceed to another round or end the game.

END GAME (RESOLUTION)

After you have played the desired number of rounds, the game ends. Tally the scores by adding up all the points for each player. The player with the highest final score is the Master Storyteller! If there is a tie, revel in your shared victory.

ROUND		Melissa	Dean	George	Sarah	Jordan	Alice	Nathan	Erica	Keith
	1	R 3 Y 4	R 3 B 2	Y 4 Y 4	R 3 B 2	B 2				
	2	B 1 R 2	B 1 Y 6	R 2 B 1	Y 6 R 2	Y 6				
	3	R 6 Y 0	R 6 B 3	Y 0 R 6	B 3 B 3	Y 0				
	4									
TOTAL		10	6	10	11	6	11	12	7	8

(An example of final scoring for nine players over three rounds. Nathan is the Master Storyteller!)

VARIANTS (PLOT TWIST)

COBBLED STORIES:
Instead of having a single storyteller in each publishing company, divide the item cards as evenly as possible and tell the story in parts. Each co-author gets to participate in telling their story!

FLASH FICTION:
Only play one round. No need for the scorecard; decide among yourselves who had the best story!

COMPANY BONDING:
Keep players in the same publishing companies for all rounds. Rotate storytellers to keep everyone involved!

ALL ITEMS MODE:
All publishing companies must use all five item cards in their stories. No discarding that one card you don't want to use!

QUICK COLLABORATION:
Use a smartphone timer and cut story creation time from two minutes to one. Better think quick!

OVER-DRAMATIZATION:
The co-authors of each company are responsible for providing sound effects and background music for their story. Use of any outside objects is allowed!

4-PLAYER SAGA SHOWDOWN:
This variant lets all 4 players collaborate on a 2-person publishing company each round.

Play a total of three rounds. Each round, divide the four players into two companies, rotating so that each player pairs up with each other player once. Play the round as normal (without voting). After both stories have been told, place the round's situation card off to the side, and have each storyteller place their company's item cards and a single "co-author" card next to the situation card for future reference. On the scoresheet, use the upper half of each player's scoring box to record which publishing company they belong to.

Scoring: Each player then ranks the three stories they heard by giving the best story a rating of 3, the second best story a rating of 2, and the worst story a rating of 1 (you will not rate your own stories). This is done by the bookkeeper iterating through each story and asking which players gave it a rating of 3, 2, and 1. The bookkeeper writes down the sum of the ratings in the lower half of each of the player's boxes for the respective round, remembering to count their own ratings.

For example, the bookkeeper might say "Everyone who gave 3 stars to Red Rhino in round one, raise your hand. What about 2 stars? 1 star?" after which he would count the total stars received by that story and convert it to individual scores for the two players that were on the Red Rhino publishing company for that round. The bookkeeper may also give a quick synopsis of the story to jog players' memories. **Once all the votes have been tallied, add up everyone's score as usual.**

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12	3	3	3	3

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How-to-play video

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