

Components:

- 24 double-sided story cards
- 7 empty story cards
- 30 character cards
- This leaflet

This is not a stand-alone game. You need the "Storytailors" base game to play this expansion. Just add the character cards from this expansion into the base deck of characters and play the new stories the same way as the stories in the base game.

What are the empty cards for?

We added 7 empty double-sided cards, so that you could create your own unique stories. Let your imagination go wild and create new stories to play with!



How to write a Storytailors story?

- A Storytailors story consists of 7 cards chapters. Take 7 empty cards, turn them the same color side up and sort from number 1 to 7.
- 2 On the 1st card write the title of your story (or leave some space for it).

- 3 Start your story with the words "Once upon a time, when..., there lived/was..." or a variation of it and introduce the main character.
- ② Each chapter (except for the last one) will continue the story and must introduce a new character. Try to describe each new character so that many animals could fit this role and the players' choice wasn't too obvious once you start to vote during the game. We suggest that you focus on characters' traits or behavior but try to avoid any mention of their appearance.

For example, "He was small and green" is not a good description, but "He was friendly and very talkative" works much better.

- The last (7th) chapter does not introduce any new characters. It's all about the end of the story and can be a bit longer than the other chapters.
- **6** Follow these rules while writing down your story:
 - write the text so that it does not cross the dotted line:

- do not forget to highlight the new character on the card (use another color or underline it, etc.);
- when you finish filling up a card, turn it over and repeat the character's profession or name above the dotted line.



Ocongratulations! You finished your first story! If you turn all cards over to the other side, you can write another story there, but for now it's time to play with the story you've written!

Designers: Marie & Wilfried Fort Illustrator: Eugenia Smolenceva Project manager: Maria Kravchenko Art director: Anastasia Durova Translation: Mathieu Rivero Production Manager: Yuriy Khmelevskoy Story authors: Marie & Wilfried Fort — "Three Whisperers", Now that is Art", "The Yum-Yum Keeper" and "The Baron's House" Bertrand Arpino — "The Chew Monster" Mathieu Rivero — "The Twin Doors" Special thanks: Alexander Peshkov and Ekaterina Plutzhnikova



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