



Story
Time

Rulebook

NEW GAME

Shuffle the deck. Deal 5 cards to each player. Determine player order.

YOUR TURN

Draw cards until you have 5, then choose to Play, Buy, Beg, or Skip. You can only perform one of these actions.

Play

When starting a new Story, play any Segment. Otherwise, play any card that connects to or fills a card already played.

Buy

Remove one of your Points, then draw a card. Start your turn again.

Beg

Discard a card (remove it from the game, face-down), draw a card.

COMPLETING A STORY

When all of a story's segments are connected and all blanks have been filled, it is considered complete. The player who places the final card receives points equal to the number of Fillers in the story. Players may keep the fillers for point-tracking. Remove the rest of the story from the game, face-down, and continue with player order.

GOAL

Complete one story per player, plus 1. For example, 5 players would complete 6 stories. Whoever has the most points at the end wins.

CARDS

Stage, Bridge, and End cards are called Segments.

Stage



Bridge



End



Filler



Stage

The Stage is the beginning of a story, although it does not need to be played first. Only Bridge and End cards can connect to it.

Bridge

The Bridge is a part of the middle of a story. Any Segment can connect to it, including other Bridges.

End

The End is, naturally, the end of a story, although it does not need to be played last. Only Stage and Bridge cards can connect to it.

Filler

Fillers fill the Blanks in other cards. Blanks are indicated by an underscore (“_____”) in the card text.

TEXTLESS CARDS

Surely you noticed these nifty little cards that have no text? Simply write on and add them to the deck!

Deck-building note:

The game plays best when you keep this ratio: 1 Stage, 2 Bridges, 1 End, 2 Fillers. You should have equal blanks and fillers.

MODIFYING THE GAME

StoryTime is designed to let you easily change the rules. Try to come up with your own changes or use this list of examples:

Never Ending Story

Play until a story cannot be finished.

Revenge

When you complete a story, collect the Segments as points and give your Fillers to the next player as Negative Points.

Opposite Day

You cannot beg, buy, or collect points. If you cannot play a card, you must draw until you can. Finish 1 story per player. Whoever has the least cards wins!

LEGAL

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TheGameCrafter.com/Games/Storytime1

TheGameCrafter.com/Designers/JRAIII

[Facebook.com/StoryTimeCardGame](https://www.facebook.com/StoryTimeCardGame)

<http://unpub.net/games/detail/?proto=314>

Good luck & have fun!



>30
minutes



2-8
players



12+
years

