






















LIST OF CHARACTERS

You may name them as you wish, but if you lack inspiration or if you do not know a character, you may refer to this list.

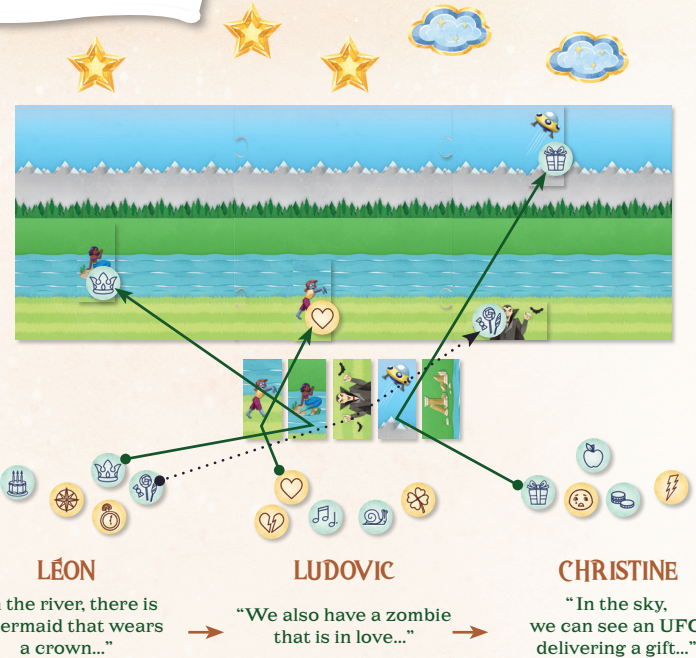
	Angel		Saber-toothed tiger		Leprechaun		Yeti		Baby dragon / Dragon whelp / Dragon egg		Volcano
	Ghost		Vampire		Tree house		Centaur		Ninja		Spider
	Fairies		Frog		Octopus / Kraken		Cabin on stilts		Island		Dolphin
	Sea snake / Sea dragon		Submarine		Flying carpet		Rabbit on the moon		Flying car		Alien
	Robot		Detective		Elf / Archer		Pirate / Corsair		Giant / Cyclops		Gingerbread house
	Princess tower / Princess		Cave of the monster / Cave of the dragon		Zombie		Mushrooms		Demon		Shooting star
	Flying castle		Flying saucer / UFO		Castle		Explorer		Viking / Warrior		Ruins
	Dragon		Pegasus / Flying horse		Knight		Father Christmas / Santa Claus		Werewolf		Wizard / Mage
	Sun		Super Cat		Sphinx		Cerberus / Three-headed dog		Unicorn		Mermaid
	Phoenix / Bird		Genie of the lamp		Goblin		Pirate ship		Fairy godmother / Sorceress		Witch

EXAMPLE

A game with 3 storytellers.

CHAPTER 1 CHARACTERS' INTRODUCTION

1. Léon places the "Mermaid" character and the "Crown" Tale token, and says: "In the river, there is a mermaid that wears a crown".
2. Ludo plays the "Zombie" character and the "Heart" Tale token, and says: "We also have a zombie that is in love".
3. Christine uses the "Flying saucer" character and the "Gift" Tale token to announce: "In the sky, we can see an UFO delivering a gift".
4. It is, once again, Léon's turn. He chooses and places his character with a Tale token and says: "In the plain, there is a vampire that is fond of sweets". The game goes on until all the storytellers' Tale token have been placed.



"In the plain, there is a vampire that is fond of sweets..."

"..."

CHAPTER 2 TELL THE TALE

1. Léon starts the tale with "Once upon a time, there was a Vampire who had a sweet tooth". He flips the tale token associated with the Vampire. It is indeed the sweets token. The tale starts well.
2. Ludo goes on with the tale... "The queen, a mermaid, declares that everyone must eat sweets!". The tale token on the mermaid is flipped; the crown is checked as it matches the idea of being a "Queen".
3. Christine follows up... "Yes but in the kingdom, there is also a zombie that is not keen on sweets but does love vegetables!". The tale token is flipped. The "Heart" matches the tale that represents love. It checks out even though it is different from what was said previously. It is approved.
4. It is, once again, Léon's turn to continue:
"It was at this moment that a flying saucer arrived playing music...".
Oh no! It is the "Gift" tale token, that was a mistake!
A cloud is flipped on its stormy face, then the tale continues.



LÉON

"Once upon a time, there was a Vampire who had a sweet tooth ..."



LUDOVIC

"The queen, a mermaid, declares that everyone must eat sweets!"



CHRISTINE

"Yes but in the kingdom, there is also a zombie that is not keen on sweets but do love vegetables!"



"It was at this moment that a flying saucer arrived playing music..."

"..."

