

RULES

COOPERATE AND CREATE A TALE INVOLVING DIVERSE
AND COLOURFUL CHARACTERS WHO WILL LIVE
UNFORGETTABLE ADVENTURES.

Find the
application
**TALES OF
WONDER**
on the App Store
and the Play Store.

Gameplay

The game is divided into two chapters.

In the first chapter, the storytellers will introduce the characters, place them in the landscapes of the scene and associate them with a Tale token.

During the second chapter, the storytellers all together will have to tell a tale involving all the characters without making a mistake with the token placed previously on them.

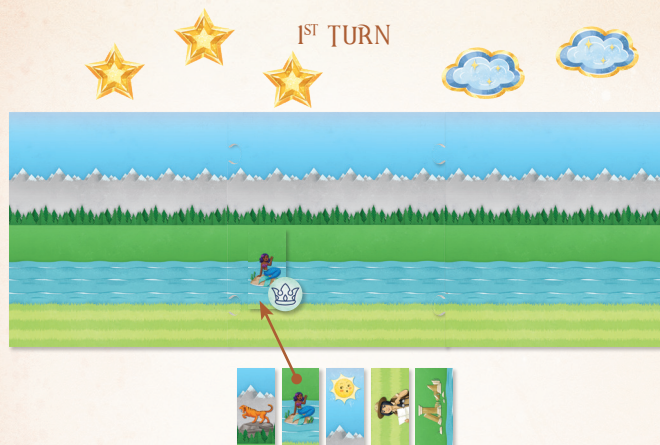
CHAPTER I INTRODUCTION TO THE CHARACTERS

The youngest person around the table chooses one the 5 Character tiles face up and places it on the board, matching the scene. He or she places one of their Tale tokens on this tile.

Next, he or she introduces the character and announces to the other players the action, object or feeling of the character matching the associated Tale token. This token is then placed face down.



It is then the turn of the closest storyteller clockwise to play the same way.



THE END OF THE 1ST CHAPTER



Léon takes the tile with a mermaid, places it in the river and associates it with the Crown token. Then, he can say, for instance,

"In this story, there is a mermaid with a crown..."

or "In this story, there is a mermaid who is the queen of the kingdom..."

Next, he turns the token face down.

The following storyteller clockwise does the same and so on until everyone has placed all their Tale tokens.

In a 3 player game, where each player starts with 5 Tale tokens, by the end of the first chapter, 15 characters each with a Tale token, face down, will have been played.

CHAPTER 2 TELL THE TALE

The youngest character around the table chooses one of the characters on the board, and starting with “Once upon a time ...” begins the tale with the chosen character and Tale token placed on it.

The aim is to remember which token was matched to the tile. After telling what the character does in the tale, the storyteller flips the token to check if they associated the right token.

If the Tale token matches,
everything is fine!

“Once upon a time,
a mermaid was wearing
the crown as she was the
queen of the kingdom...”



If the Tale token does not match,
flip a Cloud onto its stormy side.

“Once upon a time,
a mermaid wanted to be
a knight...”



Regardless of the outcome (success or failure):

- leave the Tale token face up on the character,
- It is now the turn of the closest storyteller clockwise to choose another Character and tell a piece of the tale using the hidden symbol they think there is on the associated token.

If both clouds are stormy, the game goes on. The sky of your tale darkens
but your characters still have faith in you and your imagination!

HELP FROM THE STARS

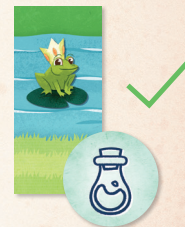
A storyteller that does not remember anything or has got things mixed up can ask for help. In that case, he or she flips a wondrous star onto its dark side. Each storyteller who wishes to, can say out loud a sentence that contains clues to refresh the memory of the other players about one of the characters of the story.



Céline asks for help.



Ludo answers:
“The frog
likes magic and
is very thirsty.”



Céline remembers and says:
“The frog stole the magic
potion of the wizard!”
She flips the token and it is
indeed the potion. Well done!
What a great team!

End of the game

When all the characters have been involved in the tale, so once all the Tale tokens have been revealed, the game is over. All together you told a wonderful tale and your level of success depends on the face up side of the clouds and stars next to the board.

	0 STORMY CLOUDS 	1 STORMY CLOUD 	2 STORMY CLOUDS 
 3 STARS	ÉMAXIMUM WONDER! The tales have reached the amazement of former days. With an unfailing memory and imagination, you make an amazing team!	WHAT ?! Would it be due to an excess of confidence or a lack of communication? You will manage it, the fairy tales are sure of it. You are their stars.	BLIMEY! The sky is all grey... We leave you to read your favourite book again and come back in shape to amaze the fairy tales. You can do this!
 2 STARS	FABULOUS! The sky of tales shines on your path. A great team for a lovely tale.		
 1 STAR	It's NICE! You have pushed back the storm. There is still a beacon of hope in the sky.		
 0 STARS	Oh ! The storms almost darken the sky, but that is not counting the excellent cooperation of the team! You need to know when to ask for help instead of making a mistake, and you understood that well.	Ouch! You will need to work on the communication within the team. But do not give up! Your story was great and we have high expectations for you.	BAAARRRRRRR OOOOMMMMM! The storm rises and mixes up all the tales! Your imagination is put to the test! But come back quickly, we believe in you!

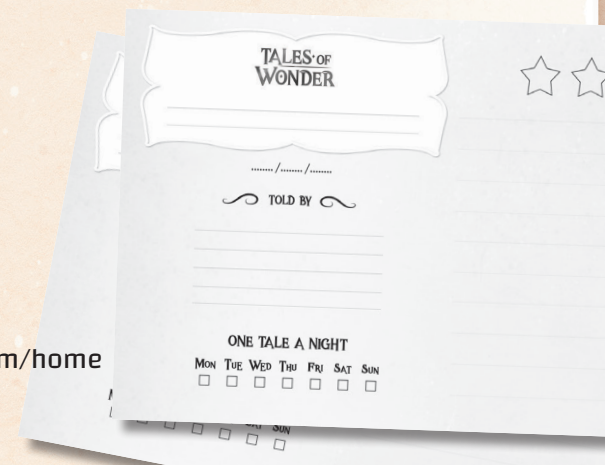
Regardless of the outcome, it is now time to find a title for your tale and to summarize it in the Collection of tales!
You can also share it with your friends and family via our application, Tales of wonder, available on the App Store and Play Store.

THE COLLECTION OF TALES

At the end of the game, take the Collection of tales and:

- write the names of the storytellers,
- invent a name for the tale,
- tick the checkbox of the game variant used (ONE TALE A NIGHT),
- summarize the tale in a few words or with a drawing,
- colour the stormy clouds and dark stars black.

This is optional but will allow you to keep track of your games!
Download additional sheets for your Collection of tales on <https://www.grrre-games.com/home>





ONE TALE A NIGHT



Only the rule changes are given here. If nothing is mentioned, apply the standard rules.
The game variants here under are sorted by increasing difficulty.

MONDAY

It is the basic version of the rules as described above.

TUESDAY

Setup: Same setup as Monday.

Gameplay: Once a storyteller has chosen a Character tile, it is the storyteller to his or her left that chooses the Tale token that is placed on the tile.

WEDNESDAY

Setup: Each storyteller takes one additional Tale token.

Gameplay: Each storyteller plays 2 tale tokens on one of their Character tiles during **Chapter 1**.

THURSDAY

Setup: Instead of getting a certain amount of Tale tokens, the storytellers receive the same amount of Character tiles at random and place them face up in front of them. The Tale tokens are shuffled and placed face down next to the board.

Gameplay: The storytellers must play the Character tiles they received through the setup. When a tile is placed, the storyteller chooses randomly a Tale token to be placed on the tile. This token is shown to the whole team before being placed face down on the Character that was just played.

FRIDAY

Setup: Each storyteller chooses a landscape from the board (plains, river, meadow, mountain or sky) at the beginning of the game and receives all the Character tiles matching that type of landscape (refer to the back of the tiles to identify them). Each storyteller places 3 stacks of 4 Character tiles face up in front of them.

Gameplay: During his or her turn, the storyteller chooses one of the 3 Characters face up and places it on the board. During the resolution, if possible, the storytellers are not allowed to choose a Character tile that they have placed (For instance, I am playing the river characters, I cannot reveal a token placed on a river character through **Chapter 2**).

SATURDAY

Setup: The storytellers receive double the amount of Tale tokens distributed under Monday's rules.

Gameplay: Through **Chapter 1**, the storyteller must place 2 Tale tokens on each of the Character tiles they play.

SUNDAY

Setup: Same as Monday.

Gameplay: Through **Chapter 2**, the storytellers must tell a tale matching the order of the Character tiles from the left to the right side of the board. If two tiles are at the same level, the storyteller can choose which Character to involve at this point in the tale.

• Credits •

Authors: Christine Alcouffe and Ludovic Maublanc

Illustration : Christine Alcouffe

Graphic design: Valérie Holley

Rules writing: Ludovic Maublanc and GRRRE Games

English translation: Camille Bonnard

Typography: CHANGA by Eduardo Tunni (2011)

MAJESTIC TYPEFACE

Thanks to Aline for her expertise in Children's games!

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