Elements of a Story: A Storytelling Game

1. The goal of the game is to come up with a fun story shared by all the players.

2. You will work together to reach a specific ending.

3. There will be 2 decks of cards
- One deck with characters and places
- One deck with endings

4. Start the game by drawing an ending card. This is the goal you want your story to reach

5. Begin the game with "Once upon a time…" and draw a card from the deck with characters and places and add that element to the story.

6. On each players turn, draw a new element to add to the story and continue until you all feel that you've come up with a fun story and you have reached your ending.

Prince

Character

Princess

Character

Under the Sea

Place

and they ate the whole thing...

Ending

Talking Dog

Character

Queen

Character

Enchanted Forest

Place

They lived happily ever after...

Ending

Dragon

Character

Knight

Character

Cave

Place

and they learned a good lesson about friendship.

Ending

Wizard

Character

Witch

Character

Swamp

Place

and they never saw it again...

Ending

Pirate

Character

Fairy

Character

Hidden Village

Place

and their journey was just beginning.

Ending

Unicorn

Character

Ninja

Character

Spaceship

Place

so they threw it away and never looked back.

Ending

Character

Character

Place

Ending

Character

Character

Place

Ending