

# Storiez



amigo-spiele.de/01853

by Jürgen Heel, with illustrations by Jan Bintakies

Players: 2–5

Ages: 8 and up

Duration: about 15 minutes

## Components



10 Themes

50 Subjects

1 sand timer  
(approx. 90 seconds)

## The Idea of the Game

**Storiez** cards and a little bit of imagination—that's all it takes to create a story together. The crazier, the better!



Once, when I was cruising around in my space ship with the Queen...

But at some point, one of the other players is going to challenge you.



And then, you have to recount the whole thing again in exactly the right order.



## Setup



Theme



Subject



Shuffle the Theme and Subject cards separately and put them in two face-down piles. Place the timer next to them.

## Playing the Game

The game is played over a number of rounds. In each round, you'll all work together to create a story. The oldest player turns over the top Theme card and announces a Theme that matches the depicted scene (e.g., a love story). Then they take their turn. You'll all try to come up with a story that matches the Theme together.

The first player turns over the top Subject card and places it next to the Theme where you can all see it. This first Subject kicks off your story.



Once upon a time, during the first kiss in Paris...

*Ali begins the love story:*

Hint: Use the Theme and Subject to create an engaging start to the story. Continue playing in a clockwise direction.

When it's your turn, you have a choice:

- a) Continue telling the story; or
- b) End the story.

If the story continues, the turn to play passes to the next player once you're done.

### a) Continuing to Tell the Story

If you decide to continue the story, turn over a new Subject and put it on top of the last Subject that was turned over. Continue the story from the point where the last player left off, adding the new Subject to the story.



*Wrapped up in the kiss, she bit his lips with her shark's teeth...*

*Susanne continues the story:*

Continue taking turns and make sure you **memorize** the **Subjects** as they are turned over.

### b) Ending the Story

It's your turn and you're sure that the **other** players will never be able to recall all of the Subjects you have collectively turned over? End the story by turning over the whole pile of face-up Subjects and taking it into your hand.



*Sabine ends the story and challenges the other players:*

**Note:** If **all** of the Subjects have been turned over, you **have to** end the story.

### Remember Together

The player who ended the story is the "challenger." All the other players have to recall the Subjects they have seen—in the right order. First, the challenger turns over the timer.

Off you go: As a group, try to remember and agree on the Subject shown on the top card of the pile. This is the card that started your whole story. Name the Subject and turn over the card to check. If you have remembered the right Subject, continue with the next card.



1

*Eiffel Tower!*



2



*Name the Subject and then check if you were right.*

### Reward

Did you recall **all of the Subjects in the right order** and name them **without making any mistakes** before the timer ran out? Then you've bested the challenge together and won the current round. Everybody **except** the challenger gets one Subject card from the last story as a reward.

If you've made a mistake or the timer ran out before you could name all of the Subjects, the challenger gets two Subject cards as a reward. Re-shuffle all of the Subject cards except your rewards and start off the next round with a new Theme. The challenger from the last round goes first this time.

## The End of the Game

The first player to collect five Subject cards as rewards wins the game. If more than one player gets there at the same time, you have multiple winners.

### Variant

Make the **Remember Together** phase even more challenging by taking turns naming the right Subject instead of discussing it as a group!

#### Author's Tip:

Let loose! Just let your imaginations run wild and play **Storiez** without the Theme cards. This creates the craziest stories.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions?  
We will be glad to be of help:



AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach  
www.amigo-spiele.de, E-Mail: hotline@amigo-spiele.de

