

StoryLine™

Scary Tales



RULES OF PLAY

WELCOME TO STORYLINE

StoryLine: Scary Tales is a game where 3–8 players can craft a tale of fright and mystery. Will your villain be a Wicked Vampire or a Mad Scientist? Will their lair be in a Mysterious Swamp or a Haunted Chapel? Prepare yourself for a frightful evening; this story is yours for the telling!

GAME OVERVIEW

The goal of all players is to tell the best story possible. During the game the players read out a story and contribute various cards representing characters, objects, features, and other story elements. Each time an element is added to the story, the player who contributed that card gains a token. At the end of the game, the player with the most points wins!

COMPONENTS



30 Narrator Cards



100 Story Cards



21 Tokens

SETUP

Before playing, set up the game as follows:

1. **Prepare Story Cards:** Take the five story card decks and shuffle each category separately. Place each of them in the center of the table within reach of all players. Then, each player draws one card from each story deck.



Character



Place



Feature



Object



Action

2. **Prepare Token Supply:** Place all tokens facedown in the center of the table and thoroughly mix them.
3. **Prepare Narrator Deck:** Choose one of the two unique narrator decks and make sure that the cards are arranged in numerical order with card number "1" on top.

4. **Determine First Narrator:** The player who has most recently finished reading a book takes the narrator deck and places it facedown within easy reach. He or she will be the Narrator for the first turn of the game.

PLAYING THE GAME

StoryLine: *Scary Tales* is played over 15 rounds. At the start of each round, the current Narrator draws the top card of the narrator deck and places it faceup on the table. Then he or she reads aloud the text on the card. The colored banner identifies the story card category for the round.

Then, each player except for the Narrator draws one story card from the deck of the matching category, after which each player must choose one story card from his hand of the matching category to play facedown in a single pile in the center of the table.

After all players have placed their cards facedown, the Narrator shuffles them. Then he or she reveals and reads each story card aloud. The Narrator chooses one of these cards to advance the story. He or she places that card next to the narrator card so that they resemble an open book.

The Narrator should feel free to embellish the story as appropriate for the chosen story card, such as providing a name for a character or a description for a particular place or object.

When the Narrator chooses a card, the player who contributed that card gains one facedown token. Players **cannot** look at their facedown tokens until the end of the game.



Token

The remaining story cards not chosen by the Narrator are shuffled and placed on the bottom of their respective decks.

Then, the current Narrator passes the narrator deck to the player on his or her left. That player becomes the new Narrator and begins a new round.

DOUBLE BANNERS

Certain narrator cards show two colored banners. These cards are played as normal except that each player except for the Narrator draws one card from the deck of each matching category and plays one card matching each category in a separate pile. The Narrator chooses one card for each banner on the narrator card.

It is possible for a single player to gain two facedown tokens during one of these rounds.



Narrator Card



Chosen Story Card



Double Banner Card



Chosen Story Cards



THE END

The game ends when the narrator card that says “The End” is read. Then, all players flip their tokens faceup. Tokens showing a number are worth that many points. Four tokens show unique images and have the following effects:



The Grave: Place this token on top of one of your tokens showing a number, which is now worth 0 points.



The Rose: If the game ends in a tie, you win the game—even if you are not one of the tied players!



The Bones: Flip this token like a coin. If it lands skull-side up, it is worth 3 points. If it lands skull-side down, it is worth 0 points.



The Magic Hat: Gain one facedown token and flip it faceup. If it shows a number, place it on top of the this token. That token's number is doubled.

Players resolve their effects in clockwise order, starting with the last Narrator. If a player has multiple effects, he or she resolves them in any order. The player with the most points wins.

In case of a tie, the player who has the Rose token wins, even if that player is not one of the tied players. If no player has the Rose token, the tied player with the most tokens is the winner. If all tied players have the same number of tokens, they all share the victory!

FAMILY VARIANT

When playing with young children, you may wish to simplify the game. At the end of the game, tokens are not flipped faceup. Instead, the player with the most tokens wins.

CREDITS

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