



# *Fireside Tales*



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Enter the world of **Fireside Tales** - full of unique characters, legendary artifacts, and strange locations.

A world where everything is possible and where you will create exciting stories with your friends.

**Fireside Tales** is a collaborative storytelling game for 4 to 8 players.

The goal of the game is to tell an enjoyable story together and have fun, by suggesting appropriate story elements represented by the cards you play. But if you want to win, you need your cards to be chosen, so you will have to suggest the best story elements to the wise **Storyteller** – thus shaping the fate of the tale.

The game contains:

- 1 **Story Deck** (126 cards)
- 1 **Genre Deck** (9 cards)

## Setting up:

Clear out a space on a table or another surface (this is the **Story Board**). Shuffle the **Story Deck** and the **Genre Deck** (separately) and place the decks face down.

Draw a random **Genre** from the **Genre Deck**, and place it face up in the top area of the **Story Board**.

Deal 9 cards to each player. The first player to reach the **Winning Hand Size** of 3 cards wins!

## Playing the game:

The **Genre** card chosen at the beginning defines the theme of the story.

### # The Storyteller is Chosen

Each round one player is given the role of **Storyteller**, starting with the player who was at a campfire most recently (in case of a tie, the oldest player goes first), and progressing clockwise. If you've already played a game, start with the winner of the previous game.

### # The Other Players Choose Cards

The other players each choose a card from their hand and put it face down on the **Story Board**. It should take no more than 30 seconds – after that, you may stare judgmentally at people who are stalling. The **Storyteller** does not play cards in this round.

### # The Storyteller Chooses Half

Once all the players have made their choice, the **Storyteller** shuffles the cards and opens them in front of him. To avoid **Storyteller** bias, don't reveal which card is yours. He then chooses exactly half of the cards rounded up (for example 3 out of 6 and 4 out of 7) and tells a piece of the story that includes them. The cards which weren't chosen must not be mentioned.

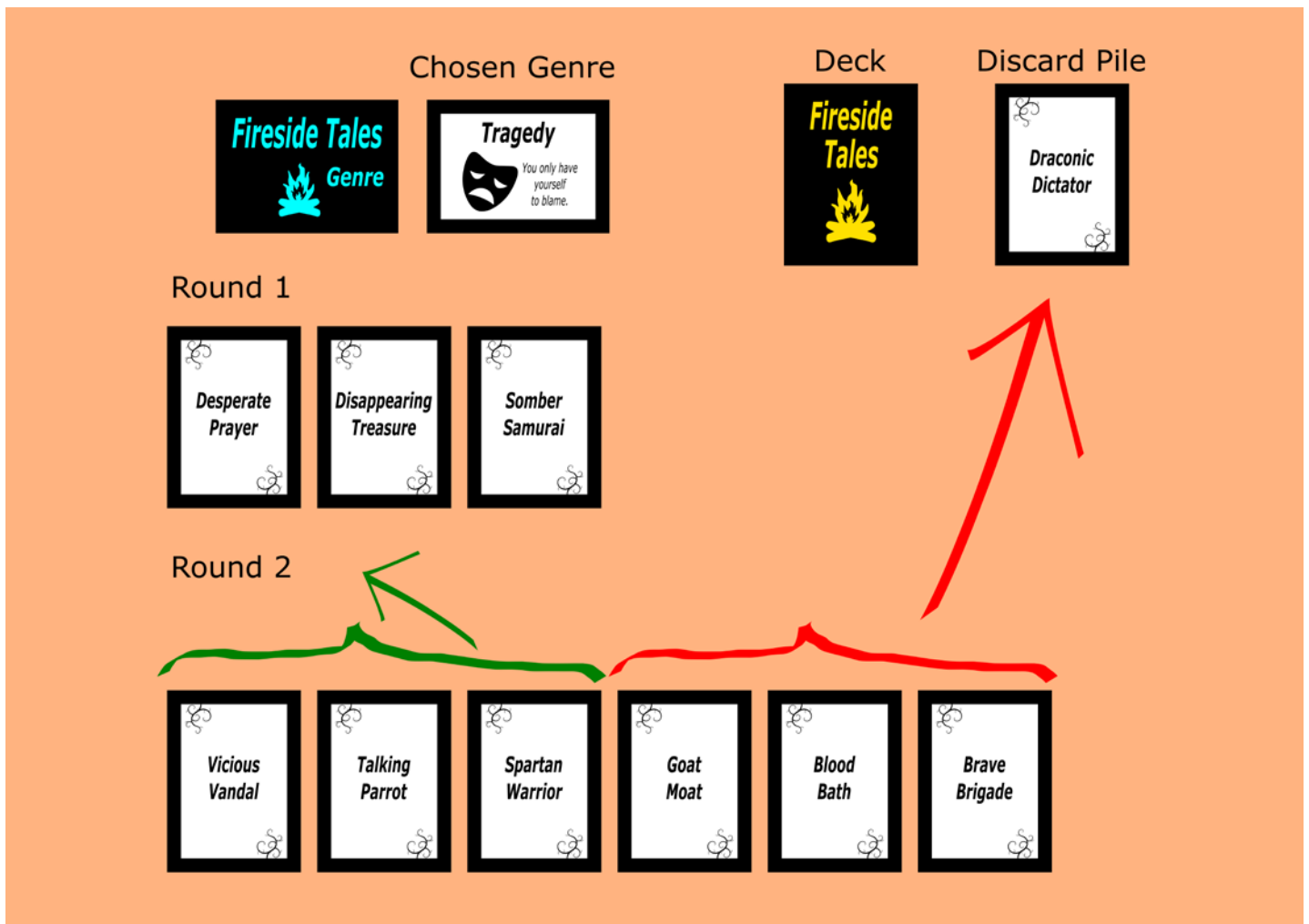
### # The Story is Told

The **Storyteller** should aim to start talking as soon as possible, and about 20 seconds should be enough time to plan ahead once the cards are revealed. During this time, the other players can use their right to **Replace a Card** – that is, once per turn they may discard a card from their hand and draw a new one. This should be done quickly, without causing further delay.

When the **Storyteller** speaks, all mere mortals must listen. As a general guideline, each story piece should take about 2 minutes (don't just say one sentence that includes all the elements, but don't drone on for too long either).

### # Discard and Draw Cards

When a chosen card is mentioned in the story, the **Storyteller** places it neatly in this round's row on the **Story Board** (see illustration). The rows on the **Story Board** serve as a reminder of what happened in each round of the story. The cards which weren't chosen go into the **Discard Pile** (next to the Story Deck), and the players who played them (you know who you are) draw a new card from the deck. The players whose cards were chosen don't draw, advancing them closer to victory. If there are no cards left in the **Story Deck**, shuffle the **Discard Pile** and use it as the new deck.



**Illustration** - During the Storytelling phase, the Story Cards are either used in the story and placed underneath the previous round's Story Cards, or sent to the Discard Pile. Players whose cards weren't used draw a new card from the Story Deck. The Genre Card sits at the top as a reminder.

## # Ending the Game

At the end of each round, if a player's hand reaches the winning hand size, they are the winner. If there's a tie at this point, the winning hand size is reduced by 1 and the game continues as usual. If there's a tie for 0 cards, you both win.

Once a winner is announced, one final round is played in which they are the **Storyteller** (and the other players play cards just like in a normal round) – wrapping up the loose plot ends and sealing the fate of all characters. The **Storyteller** in this round may use as many story cards as they want in the story, or try to use them all for an extra challenge.

## Some Playing Tips:

- The goal of the game is to tell the best story. Nothing else matters.
- When choosing a card for the round, consider the plot so far and which element would fit best into it to increase the chance of your card being chosen.
- Often in the beginning of a story more character cards will be used, while near the end new characters are less likely to be introduced.
- Keep the Genre in mind both when choosing cards and while storytelling, but don't let it limit your imagination.
- Many of the story cards can have multiple meanings, feel free to interpret them in any way you choose. The **Storyteller** is the one who decides what a card means.

## Optional Rules:

You can add any of these rules if you feel they are right for your group, to spice things up.

- **“Penalty”** - If the **Storyteller** gets stuck and doesn't start talking after about half a minute, the next player in the round may take over and tell the story. In this situation, the player who is telling the story also has a card on the table and he may choose it, giving him an advantage. So if you don't want to give another player a big advantage, don't stall and start telling your story! However, distracting or badgering the **Storyteller** on purpose to get the turn to pass to you is NOT ALLOWED.
- **“More Genres”** - In addition to the 9 **Genre** cards, you can create your own cards that you can use to add variety to your games. Some genres / story archetypes you can try: Historical Fiction, Self Help, Nature Documentary, Biography, Man against Machine, Epic Saga, Rags to Riches, Comedy of Errors... Or invent your own!
- **“Double Genre”** - Draw 2 **Genres** at the start of the game, and use both as themes for the story.
- **“Do you smell onion?”** - If the “Omnipresent Onion” card is chosen and used in the story, all future storytellers must acknowledge its persisting presence.
- **“Iron Man”** – Ready for a challenge? Winning Hand Size is now zero.