

## Example of turn



5 players are around the table: Julien, Mathilde, Nicolas, Léa and Tom. Julien is the first player to find a sentence inspired by an image from his hand.

So, he will start the first turn as the storyteller. The sentence he says to everyone is: "Where is happiness?" referring to the French movie "Happiness is in the Field."

After listening to the sentence, the other players have to choose an image from their hand that will best match the sentence provided by Julien.

Léa has those 6 cards in hand:



Amongst those 6 images, she chooses the 3rd one which is, for her, the closest to Julien's sentence "Where is happiness?". She gives this card to him. Mathilde, Nicolas and Tom also choose one of their cards and give them to Julien, the storyteller for this turn.

Julien shuffles his card with the ones he received from the other players and places them in the middle of the table.

Each player (except the storyteller) is going to vote for the one they think is Julien's card.



Once everyone has selected their voting token, they reveal them.



Only Léa has found Julien's card (number 4). So she and Julien score 3 points each. 2 players have voted for Léa's card (number 1) and so she scores 2 additional points. Tom scores 1 point as one person has voted for his card (number 3).

At the end of this turn, Léa scores a total of 5 points, Julien 3 points and Tom 1 point; Mathilde and Nicolas don't score any points as they couldn't find Julien's card, and no one has voted for their cards.

For the next turn, Tom will be the storyteller as he's seated to the left of Julien.

## Game Tips

If the sentence given by the storyteller describes the image too precisely, all the players will easily find it and so they won't score any points.

On the other hand, if the sentence has very little to do with the image, it's quite likely that nobody will vote for their card, and again the storyteller will score no points.

So the challenge for the storyteller is to find a sentence that is neither too descriptive, nor too abstract, so there is a chance that some players find it, but not all of them.

At the beginning, this can be fairly hard to achieve, but you'll see that inspiration comes more easily after a few turns.

## Variants

**3 players:** each player has 7 cards, instead of 6. Every player except the storyteller plays 2 cards per round, instead of one. So we end up with 5 displayed cards to choose from.

**Scoring:** When only one player has found the storyteller's card, they both score 4 points, instead of 3.

**Mimes or songs:** in this variant, the storyteller can either sing a song or some music that could be somehow related to the card, or even mime it! The rest of the game stays the same.

Nothing prevents you from mixing the different variants together or creating some of your own!

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