

STORYTELLING CARDS

Instructions

Spread the cards out in front of you and begin your story. We suggest the all time favorite "Once Upon a Time..." You probably won't even notice how pleasantly and effortlessly you will reach the "And they lived happily ever after..." part! Look at the picture. You can describe what you see or focus on a detail that will become the source of inspiration for further plot development. Furthermore, you may go back to the details provided with the booklet, or research the topic on your own in order to find out more information to use in your stories.

The hero of the story is hiding in the **red card**. Give him a name, find his favorite color, imagine his habits, his hobbies, his character and his quirks.

The **orange card**, revealed next, will provide you with the hero's birthplace or the place the hero lives.

The **yellow card** will give you more details about the character and will assist you to imagine what might be happening to him. You see, your hero has a purpose in life: There is something he wants and he must find, something he might have lost or has been stolen from him, something that he has always been dreaming of, an unspoken desire, an irresistible craving for something. Perhaps there is a goal that only he can accomplish which will provide himself, his beloved ones and even his country happiness!. What is out there waiting for him?

The **green card** hides the "villain" of the story. What are his motives? What are his evil plans? These, and much more are there for you to imagine and tell!

The **turquoise card** gives your hero a powerful ally, who will collaborate with him, offering his virtues of wisdom, cunning ways, his ingenuity or his kindness, in order to overcome all obstacles.

The **blue card** will be a gift to your hero from his valuable ally. It is that one magic object that will become the key to solve his problem and ease the difficulties brought on by the villain and lead him closer to his goal. How? Well don't ask us! You know better than anyone!

The **purple card** is the last but equally important card. Let your imagination run wild and give your story a happy ending!

Some color groups have more than seven cards so that you can find matching pairs, play memory games and so on.

The above ideas are a simple way to play the cards of "Once upon a story", but certainly not the only one. You may change the order of the cards, draw more or less from each category and omit some altogether.

The single most important rule the player should follow when playing "Once Upon a Story" is that there are no mistakes, limits or rules to imagination! If you keep this in mind, you are bound to have a fantastic time playing!

Go to our webpage www.mythoplastes.gr and send us your stories and drawings.



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