

The repeat-after-me, silly story memory game!

SAY THE WORD™

3-6 Players
Ages 10 to Adult
10 Minutes per Round

INCLUDES:
200 Word Cards
19 Character Cards
16 Challenge Cards
1 Anybody Board
1 Story Board
1 Dry Erase Pen
6 Clue Tokens



OBJECT

The object is for all players, together as a team, to create a story using a total of 10 or 12 Word Cards while correctly repeating the story and each of the Word Card words from memory.

3-4 players = 10 Word Cards to win

5-6 players = 12 Word Cards to win

SAY THE WORD™ is played in rounds. Each round is a complete game. Players play as many rounds as there are players so each player has the opportunity to be the Story Master.

Learn to play!



SET UP



Designate a **Story Master** for the round. The Story Master monitors the round. Take turns being the Story Master.

When you're the Story Master . . .

1 Choose a Character Card or, write the name of a character of your choosing on the Anybody Board. A character can be anybody—your mom, a celebrity, a cartoon character, another player, etc.

2 Choose a Challenge Card. Challenge Cards make the storytelling sillier, more challenging, or simply more fun! Pick a Challenge Card that all players agree on.

Place the Character Card and the Challenge Card (if using) face up on the table.

3 Shuffle and Deal 3 Word Cards to each player (not including yourself) and place a large stack of Word Cards in a pile where everyone can reach them.

4 Give 1 Clue Token to each player (not including yourself). See back page for more information on Clue Tokens.

5 Track the Word Cards on the Story Board using the dry erase pen.

The player to the left of the Story Master goes first. Play continues clockwise.

HOW TO PLAY

Player 1 chooses a Word Card from his hand and uses that word in a phrase or sentence to start the story. He shows the other players the card, places it *face down* next to the Character Card, and then draws another Word Card. It is now the next player's turn.

Player 2 chooses a Word Card from her hand, repeats the story thus far, adds her word in a phrase or sentence, shows her card to the other players and then places her card *face down* next to the previous card, making a row.

Player 3 chooses a Word Card from her hand and continues playing.

Word Cards are played one at a time until the total number of cards is reached. The Story Master writes each Word Card word on the Story Board. He does not write the whole story.



PLAYER 1



"The Queen loathed her slimy crown . . ."

slimy

PLAYER 2



"The Queen loathed her slimy crown so much that she covered it with old banana peels . . ."

banana

PLAYER 3



"The Queen loathed her slimy crown so she covered it with old bananas, put it in a locked chest, and threw that chest into a volcano."

volcano

Game End Once 10 or 12 Word Cards have been played, the next player does not add an additional card, but repeats the story from memory. If the last player repeats the entire story remembering all 10 or 12 of the Word Card words, the players win!

If at any point in a round a player cannot remember a Word Card word and there are no more Clue Tokens, the players lose. The Story Master makes the call that the round is lost.

Players do not have to repeat the story exactly word for word, but **MUST** recall each Word Card word in order.

Word Card words may be grammatically altered. Example: **DUCK** can become **DUCKS** or **SNIFF** can become **SNIFFED**.

FORGET A WORD?



If you can't remember a Word Card word, you can give your Clue Token to the Story Master and he will act out the Word Card word without talking. If the Story Master can't act it out (or you still can't remember), another player can act out the word, but always without talking! If you remember the word, keep going.



Forget another word? If you have already used your Clue Token in a round and you can't remember another Word Card word, another player may give up her Clue Token and pass it to you to use.

I still can't remember! If at any point in the round you cannot remember a Word Card word and there are no unused Clue Tokens, the round ends and all the players lose as a team.

A Cooperative Family Party Game

SAY THE WORD™ is a cooperative game. All players play together against the game, not against each other. Cooperative games are a fun way for kids and families to practice working together – players make decisions together as a team, they help each other, learn how to negotiate, and share! Build habits of cooperation in your community with cooperative games from Peaceable Kingdom.

Say the Word™ was invented by Rosie Roberson and Joyce Johnson. They cooperated to create the game! See more cooperative games at www.peaceablekingdom.com

Lose a piece?

Contact us and we'll send you the missing piece for free!
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877-444-5195

Illustrations © 2013 David Sheldon.
Game concept © 2013 Rosie Roberson and Joyce Johnson.

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Come into the kingdom and join the Fun!