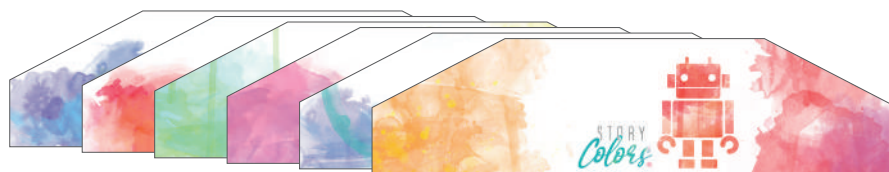




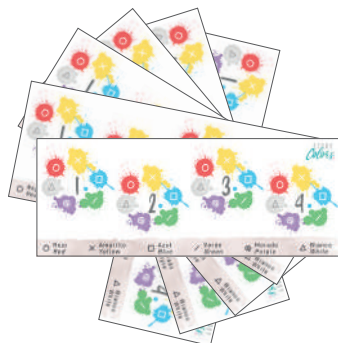
# STORY Colors



## Components



6 screens with different colors and designs



6 Decision boards



1 Scoring board



100 Story cards



6 Scoring markers



4 colored dice



24 Decision cubes  
and this rulebook

## Object of the Game

To be the first player to move completely around the Scoring board. You will move forward by winning victory points telling the best stories, when you are the Narrator, and guessing the correct color sequence during other players' stories.

## Setup

Each player chooses a color/design and gets their Decision board ❶, their screen to hide it ❷, 4 cubes, and their corresponding marker ❸.

In the middle of the table, place the Scoring board ❹, the Story deck of cards shuffled and facing down ❺ and the color dice ❻.

Finally, depending on the number of players, place their markers on the Scoring board ❼: on the "Start" space for 6 players, on space "3" for 5 players, on space "6" for 4 players and on space "9" for 3 players.



The starting player is the youngest one and the turn will be in clockwise order.

## A Game Round

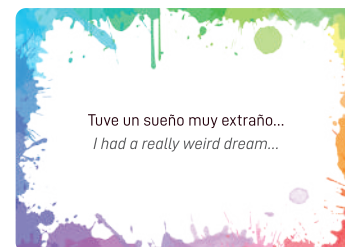
The starting player will be the Narrator during the first round. **They take the 4 dice and roll them behind their screen**, placing them in any order they want to create a row, but without modifying the results.

Once done, the Narrator flips over the top card of the Story deck and reads the first sentence of their story. This is only the beginning! **The Narrator must continue that story following the color dice order.**

During a story, the color dice must be included **in an orderly way**, but without name them directly. You may mention items, food, materials, places, idioms... anything that may be associated to those colors in order to give clues to the other players. This way, the Narrator will tell the story according to the roll they got, following the order of the dice row from left to right.

The Narrator's object is **to get players score points by guessing the color dice sequence**, but trying not to be too clear so they don't guess it perfectly. If all players guess the 4 colors, the Narrator will lose 1 point (see *Scoring section*).

When the story ends, the other players try to guess the correct sequence behind the Narrator's story. In order to do so, they secretly place a cube on their Decision boards, on the color they think it matches with color 1, color 2, color 3 and color 4. When everyone is ready, they remove their screens and get points according to the number of color guessed.



*I had a really weird dream...*

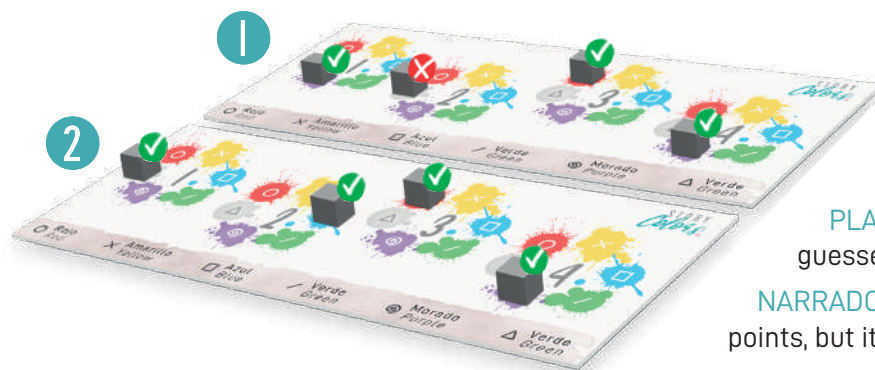
I was flying among the **clouds** ○ and I had long wings. I was using them to glide through the **sky** ●, but I got distracted for one second and I crashed into a mountain. And, because of that, I had a wound that didn't stop **bleeding** ●... Suddenly, I woke up and, when I looked in the mirror, I had a very big **bruise** ● on my forehead.

(Narrator example)



## Scoring

- If a player guesses the **4 colors**, they get **2 points**.
- If a player guesses **3 colors**, they get **1 point**.
- If a player guesses **2 colors**, they get **no points**.
- If all players guess the 4 colors, each one gets 2 points and the Narrator gets none.
- If all players get points (except that everyone gets 2 points), the Narrator gets 1 point.
- If none get points, the Narrator loses 1 point.



### Scoring example:

**PLAYER 1** gets 1 point; they guessed 3 colors (1, 3 and 4).

**PLAYER 2**: gets 2 points; they guessed all the colors.

**NARRADOR**: gets 1 point; everyone got points, but it wasn't a full guess.

Each player moves their marker forward on the board as many spaces as the points they got. If a player reaches the "Start" space, that player is the winner and the game ends. Otherwise, a new round starts and now the Narrator is the next player in clockwise order.

## Credits

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