

LifeStories®

RULES

The story-telling game that's
full of surprises, like life itself!

Contents

Gameboard, 240 Game Cards, 8 Markers, and 1 Die.

Object of the Game

LifeStories® is designed to provide entertaining conversation between family, friends, and people you've just met. Each of us has unique stories to tell based on our own life experiences, hopes & dreams. It's fun to share them with each other!

The game of LifeStories® can be played almost anywhere people get together. While some general guidelines are given, be flexible and adjust how you play to fit the situation.

Getting Started

Place the four decks of cards face down on the gameboard, matching the color of each deck with the color of each square on the board. All of the players choose a marker, or use a personal item such as a key or ring, and place it on one of the START spaces. (Two or more players can begin at the same START space.) Everyone rolls the die once. The highest number goes first and turns are taken in a clockwise direction.

Moving Along

In turn, each player rolls the die and moves the number of spaces indicated. A card is drawn from the deck with the same symbol as the one on the space where the marker lands. Memories, Etchings, and Valuables cards each have a different color and symbol, which are matched by a color and symbol on the spaces. For instance, if you land on a space with a blue triangle, you pick up a Memories card, which is also blue and has a blue triangle on it.



MEMORIES

The player reads the card out loud and shares his or her response with the other players. The response can be as long or as short, as humorous or as serious as the player wants it to be. Once the response is complete, the card is put on the bottom of the appropriate deck and play moves to the next person. Each player should stay on the path with the same color they started on, even where paths cross. Two players may occupy the same space.

If a player lands on a space which directs them to move forward or backward, he or she draws a card from the new space and responds to it without missing a turn. If a player draws a card which directs them to move forward or backward, he or she draws a second card from the new space.

If there are many players or some long stories, an option to speed up the game is to double the number on the die.

Alternatives Cards

If a player chooses not to respond to a card drawn, or if it doesn't apply, it may be traded for a card from the Alternatives deck. If that card is unsatisfactory, a player should continue to draw Alternative cards until he or she is able to complete their turn.



ALTERNATIVES

Winning the Game

When a player reaches the Grand Celebration, play pauses while each of the other players celebrate with this winner by telling a story, sharing an experience, or saying something positive about the person. It is not necessary to roll the exact number of spaces to reach the Grand Celebration. The game continues until each player finishes and is celebrated by all of the other players, including those who have already arrived. Everyone wins LifeStories®!

Give LifeStories® as a Gift for Any Occasion

- Holidays
- Reunions
- Mother's Day
- Weddings/Showers
- Graduations
- Father's Day
- Birthdays
- Anniversaries
- Grandparent's Day
- Retirement
- Valentine's Day
- Hostess Gifts

LifeStories® Goes Anywhere

- Pack LifeStories® for a vacation with family and friends.
- Start a LifeStories® game club and invite newcomers.
- When traveling by car, use the game cards for a fun conversation.
- Send LifeStories® to school to be played in class.
- Bring LifeStories® to work to be played at staff meetings.
- Play LifeStories® at get-togethers of any kind.