

# Tell Me Another

3-8 players

14+

A game for storytellers and expert bluffers. Tell Me Another uses your own stories plus the ones you make up to see who knows you best—or just how well you can fool them all.

## Rules Of Play

1.



Shuffle the story cards & deal 6 to each player

2.

Players take turns placing a story card face-up to tell a story



let me tell you the one about...

3.

Each Storyteller decides whether to tell the truth or to bluff a tale

...I buy it.

...

4.

**The Gossip Round:**

Everyone decides individually if they "buy it" or not

Not for a minute!

5.

The Storyteller reveals whether it was true or false



## The Race

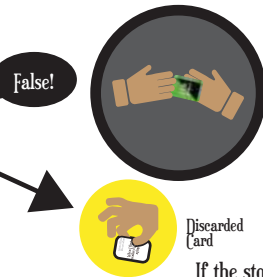
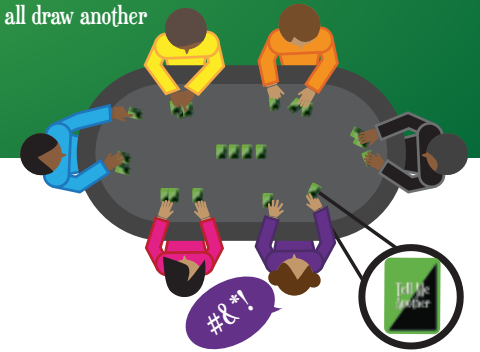
If the story was true, the Storyteller discards the story card. If the story was a bluff but no one doubts it, the storyteller discards the story card AND one additional story card from his or her hand.

If the story was true and someone casts a doubt, doubting players all draw another card from the deck.

It was all true!

Discarded Card

#R\*!



Discarded Card

If the story was false and one or more players call the bluff, the Storyteller discards the story card BUT draws another—and any players who doubted correctly each discard a card from their hands.



Discarded Card

The first player to empty his or her hand wins!



**Winner**

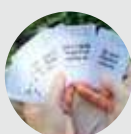
## Tips To Win

**Remember:** each card must be told as a story. For example, if a player shows the card, "...the last time I felt afraid of the dark," the answer can't just be "last night." What happened? Where were you? When was it?

Telling a true story gives you the safety that you won't be stuck drawing another card. And all players should think carefully about doubting you—anyone who doubts you incorrectly will be stuck drawing another card!

Tell true stories as fantastically as you can. If you can ham up the truth, you might stick other players with drawing more cards!

Tell Me Another



Content In Motion