



Letter Factory Adventures™: Amazing Word Explorers Story Game

Parent Guide

The Story game is an improvisational storytelling game with a word-building mode for older kids. The game can be enjoyed by kids ages 3 and older.

There are two levels of gameplay:

Level 1 - Storytelling (Age 3+)

Level 2 - Storytelling + Word building (Age 5+ since it includes 3-letter word cards)

Cards are color-coded by category:

Characters: Purple

Settings: Green

Events: Blue

Letters: Yellow

Words: Purple

Level 1 Gameplay — Storytelling/Story Structure (Age 3+)

NOTE: This level does not use Letter or Word cards.

- Sort the Character, Setting, and Event cards into 3 piles, facedown.
- Draw and place one Character card in the Character slot on the board. A character is a person or other creature in a story. For example, a story may be about a princess or an explorer.
- Draw and place one Setting card in the Setting slot on the board. The setting describes where and when the story takes place. For example, a story may take place in a forest in the morning or in the desert on a hot summer day.
- Deal three Event cards to each player. The events describe what happens in the story. Stories have a beginning, a middle, and an end.
- Oldest player starts the first round. Starting player rotates on subsequent rounds of play.
- First player plays the beginning Event card and tells the beginning of the story, also incorporating the Character and the Setting. Each Event card played will inspire the next chapter of the story. If a player gets stuck, he/she can pick a new Event card. In addition, the following sentence starters may help:
 - ✓ Once upon a time...
 - ✓ One day...
 - ✓ All of a sudden...
 - ✓ The next day...
 - ✓ Finally...
- Play continues clockwise with each player playing one Event card and continuing to tell the story.
- After the third Middle Event card is played, the next player plays the End Event card and tells the end of the story.
- To start the next round of play, discard all cards on the board, turn over new Character and Setting cards, and deal new Event cards to ensure that each player has three Event cards. Rotate first player clockwise.

Level 2 Gameplay — Storytelling/Story Structure + Word Building (Age 5+)

NOTE: This level uses Letter cards, Word cards, and the Level 2 game board.

- Sort the Character, Setting, and Word cards into 3 piles. Combine the Event/Letter cards (mixed together) into a 4th pile.
- Draw and place one Character card in the Character slot on the board. A character is a person or other creature in a story. For example, a story may be about a princess or an explorer.
- Draw and place one Setting card in the Setting slot on the board. The setting describes where and when the story takes place. For example, a story may take place in a forest in the morning or in the desert on a hot summer day.
- Deal five cards from the mixed Event/Letter card pile to each player, and place the remaining cards facedown near the board. The events describe what happens in the story. Stories have a beginning, a middle, and an end.
- Oldest player starts the first round. Starting player rotates on subsequent rounds of play.
- First player draws a Word card and places it in the Word slot on the board. Next, he/she plays the beginning Event card and tells the beginning of the story, also incorporating the Word card, the Character and the Setting. If a player gets stuck, he/she can pick a new Event card or a new Word card. In addition, the following sentence starters may help:
 - ✓ Once upon a time...
 - ✓ One day...
 - ✓ All of a sudden...
 - ✓ The next day...
 - ✓ Finally...
- Play continues clockwise with each player doing one of the following:
 - ✓ Play one Event card from his/her hand to continue the story
 - OR**
 - ✓ Play a Letter card from his/her hand to change the current Word card to a new word to continue the story. For example, if the current Word is BAG, the player can place a T on the G to change BAG to BAT.
 - OR**
 - ✓ Draw and play a Word card from the pile to continue the story.
 - OR**
 - ✓ Draw and play an Event/Letter card from the pile to continue the story.
- Each player can use only one Event/Letter, or Word card per turn.
- Level 2 allows for unlimited Middle Event cards (until the deck is depleted).
- When a player thinks he/she has a good ending, he/she can play a card on the End Event slot and end the story.
- To start the next round of play, discard all cards on the board, turn over new Character, Setting and Word cards, and deal new Event/Letter cards to ensure that each player has three Event/Letter cards. Rotate first player clockwise.



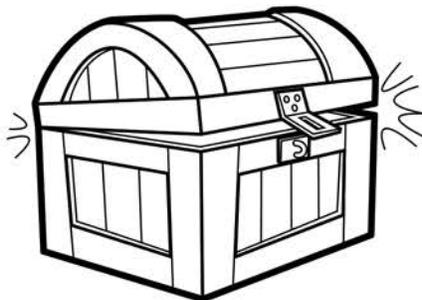
CHARACTER



EVENT
BEGINNING

EVENT
MIDDLE

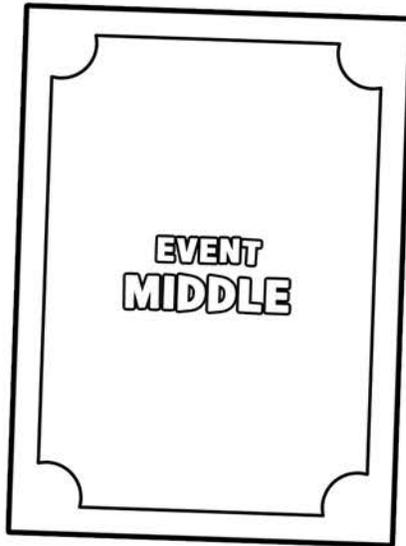
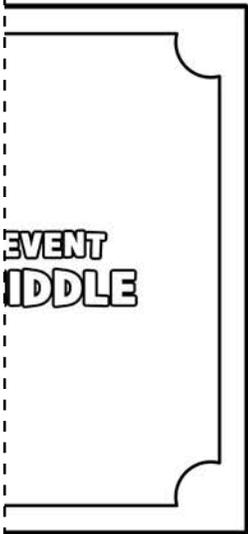
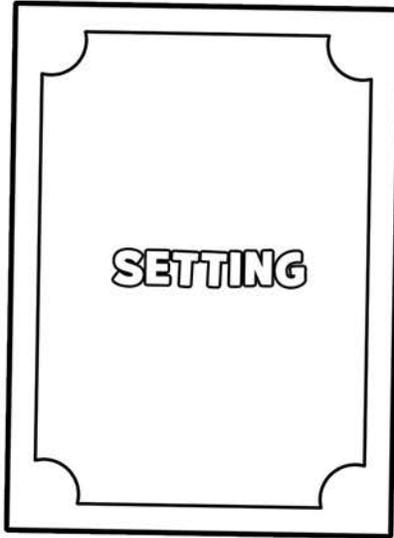
EVENT
MIDDLE



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Letter Factory™
ADVENTURES



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Level 1



CHARACTER



EVENT
BEGINNING

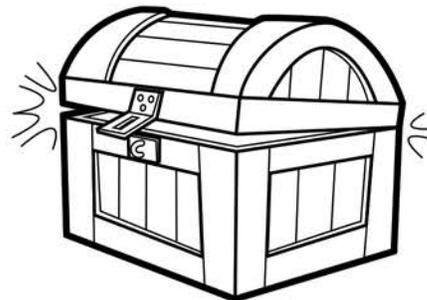
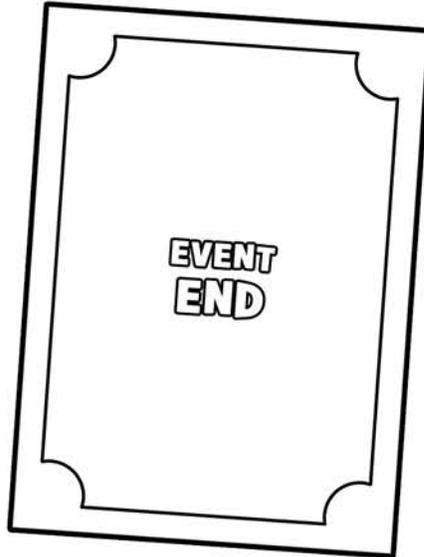
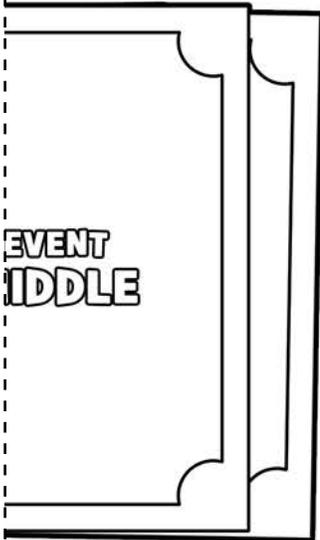
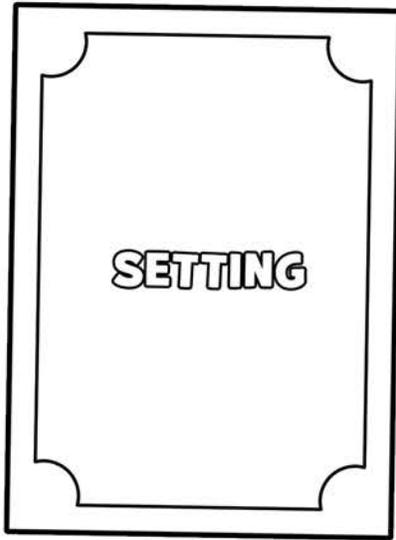
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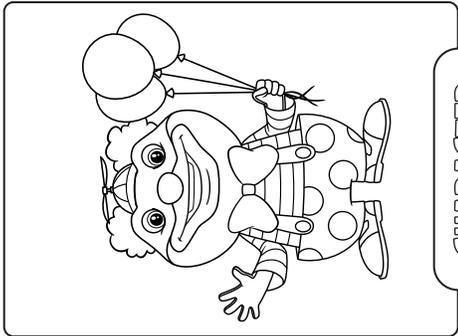
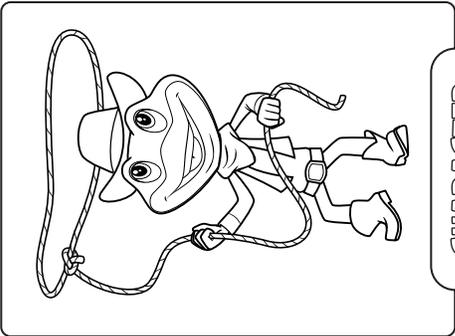
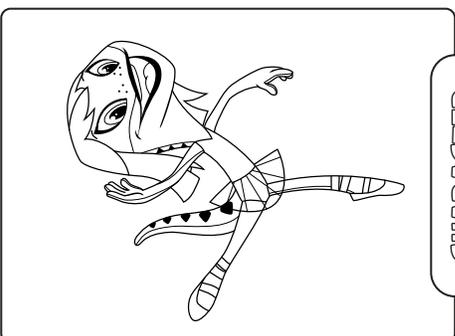
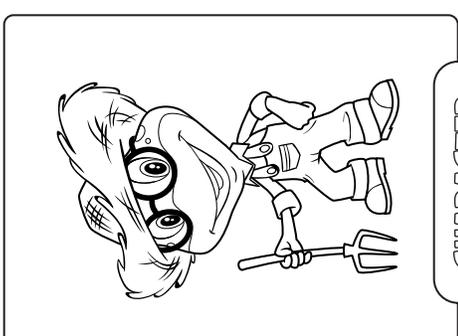
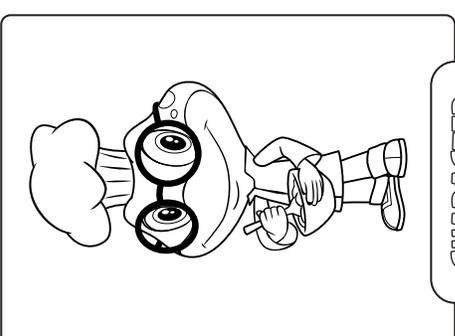
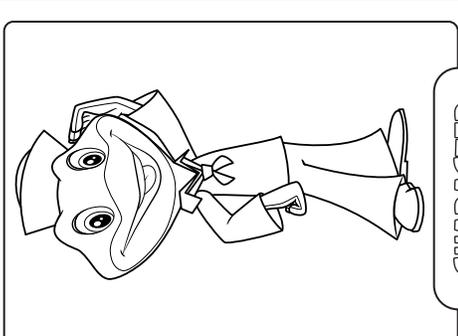
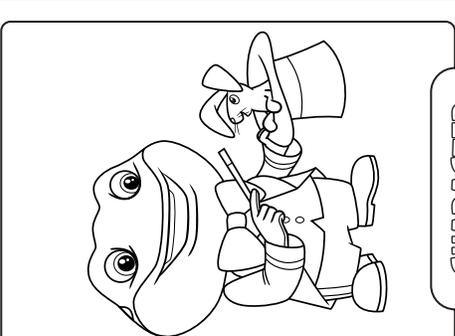
Letter Factory™
ADVENTURES



Level 2

CUT OUT CARDS

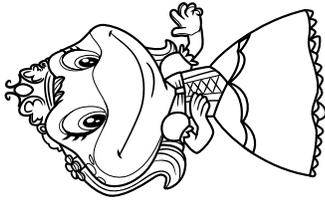
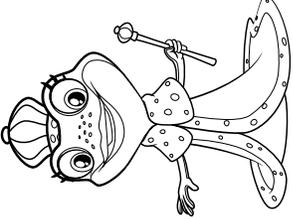
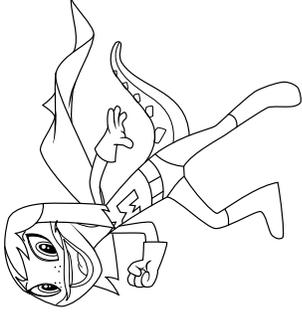
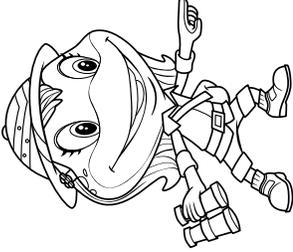
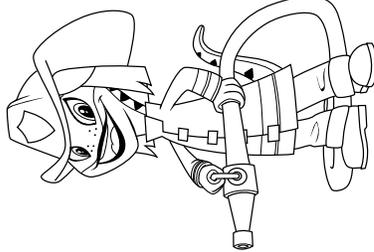
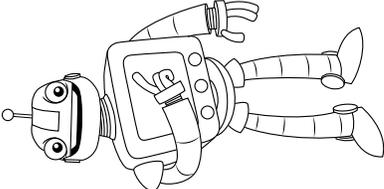
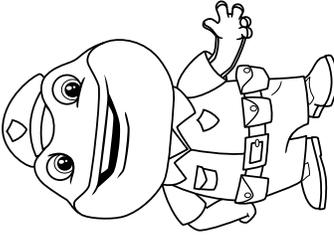


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CUT OUT CARDS

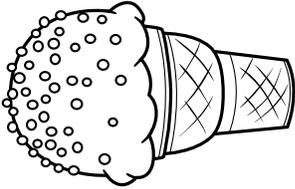
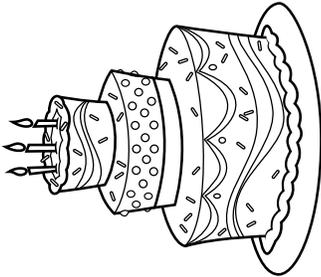
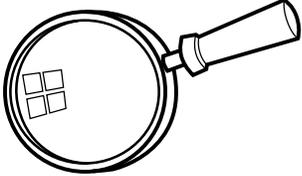
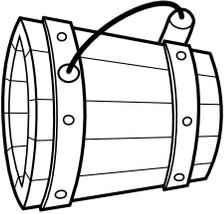
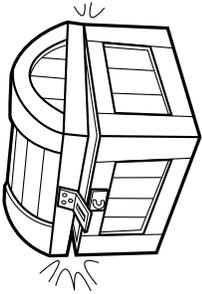
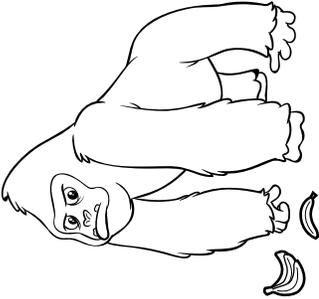


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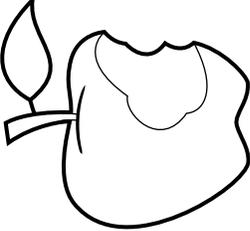
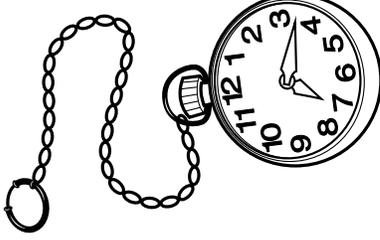
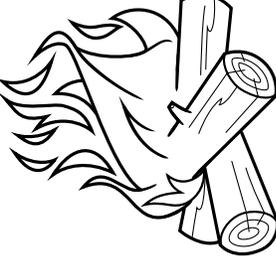
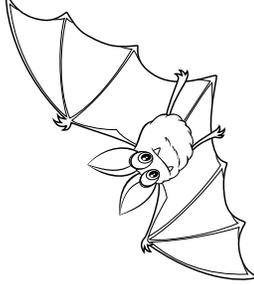
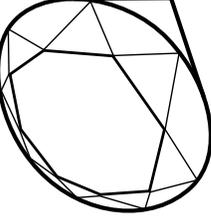
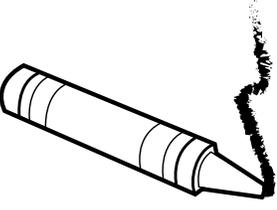
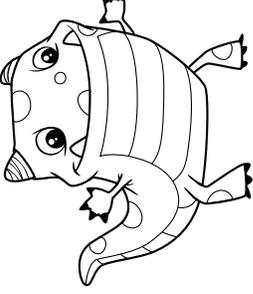
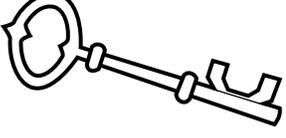


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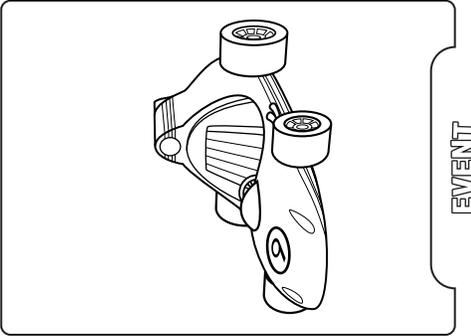
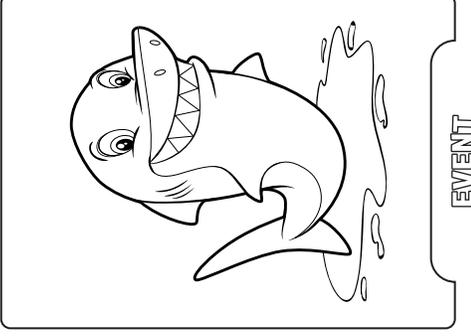
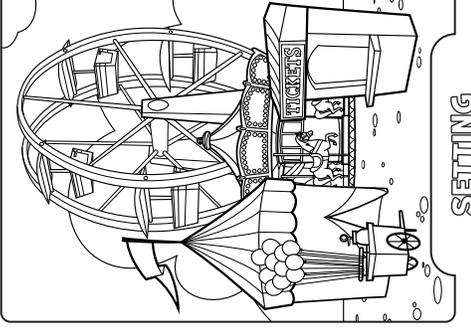
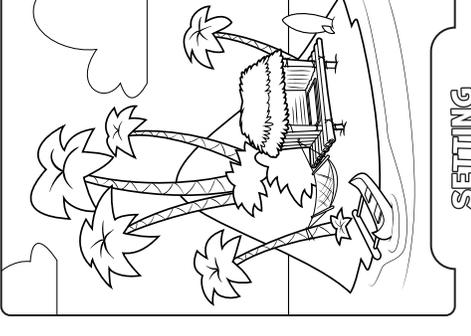
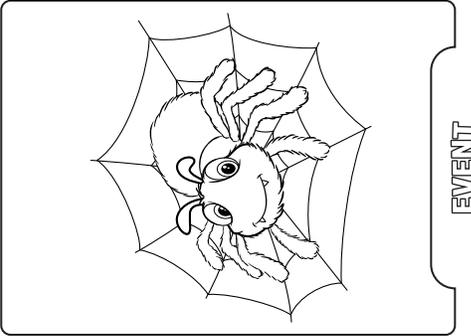
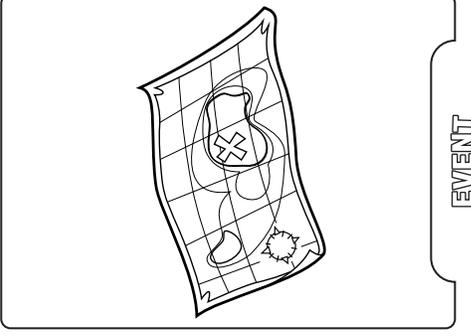
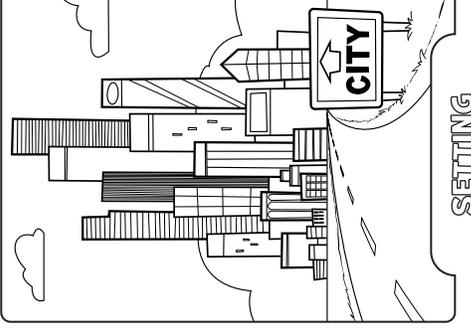


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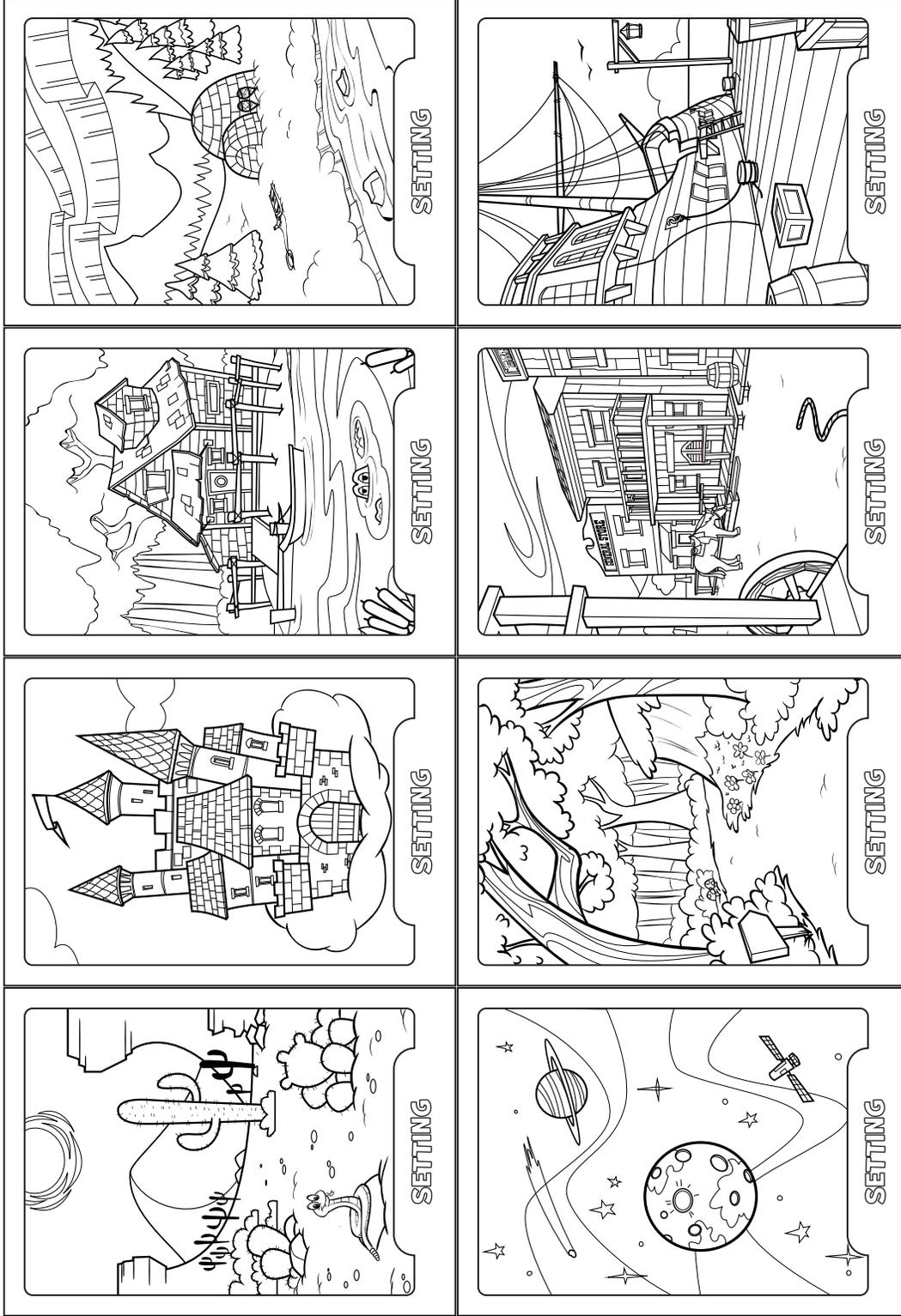
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 <p>EVENT</p>	 <p>EVENT</p>	 <p>SETTING</p>	 <p>SETTING</p>
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CUT OUT CARDS



CUT OUT CARDS



T	D	P	G
B	W	M	R



CUT OUT CARDS





CUT OUT CARDS



M A P

H A T

B E D



CUT OUT CARDS



S I T
F O G
H U T

