



STORY ISLAND



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Thousands of stories have been told in the island of Ibiza since ancient times. While many of them were lost, it has been possible to rescue all the elements that formed them thanks to some magical cards that allow us to continue imagining new stories.



Story Island is a game in which you will test your narrative skills thanks to 64 cards. Each card features an illustration representing some element of Ibizan culture and its traditional tales (people, places, animals, mythological beings, etc.) and a written element (emotions, actions, senses, qualities, etc.) that will inspire you to create stories.

With these images or words, you will have to make up a story while keeping the other players from guessing the cards you are going to use. In addition, you will need to rely on your intuition to guess which cards the other players will use.

Who will tell the most original story of the whole Mediterranean?

For 3 to 6 players

Ages 7 and up

20 minutes of gameplay, approx.

OBJECTIVE

Be the player with the **most point cards** at the end of the game.

COMPONENTS

- 63 story cards, divided into 9 families with 7 cards each
- 1 storyteller card
- Rulebook

PREPARATION

Choose who will be the **Storyteller** in the first round. To do this, we find and separate the storyteller card from the deck and then draw as many cards as people are going to play minus one. We mix those cards with the storyteller card and shuffle them.



Deal one of these cards to each player. Whoever receives the storyteller card will start the game and the rest will be the **guessers**.

Once we have determined who starts the game, place the storyteller card **face up**, in front of whoever got it, and return the rest of the cards to the deck.

Reshuffle and deal **3 story cards** to each guesser and **2** to the Storyteller. Place all the cards face up in the play area, oriented so that the Storyteller can read the words. The Storyteller places each of the two cards on either side of the storyteller card.

Next, the **guessers** will receive **3** other cards, which will be the **marking cards**. They will place them **face down**, under the three face-up cards already in front of them. These are the cards that will be used for voting.



HOW TO PLAY

The Storyteller will **narrate a story**. They will start with their left card and continue using one card from each guesser, following the clockwise direction, to finish the story with their right card. Both the **images** on the cards and the **written elements** in them can be taken into account for the narration.

For example, in a game with three players, the Storyteller will choose the card to the left of the storyteller card to start the narration. To continue the story, the Storyteller will choose one of the three cards from the player sitting to their left. The Storyteller will continue with one of the three cards of the last guesser and finish the story with the card to the right of the storyteller card.

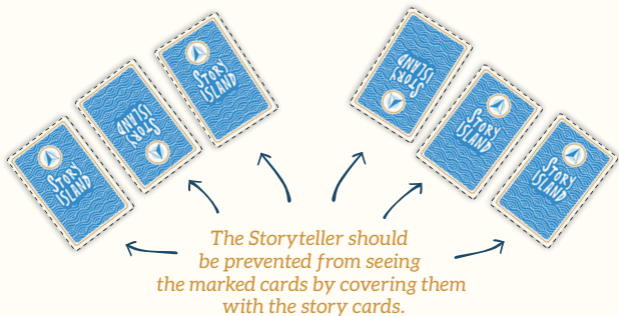


Once upon a time, there was a **bird** who was **ashamed** to sing.
One day, a **fairy** wanted to help him and taught
him how to play the **drum** so that he could communicate
with his friends in a different way.

START OF A ROUND

Before starting to narrate, **each guesser must vote** (based on the Storyteller's two cards and their own intuition) which of their three cards they think the Storyteller **will use** to narrate the story. To do this, they must use the marking cards they previously placed face down.

To **mark** the **vote**, the guesser will place the marking card with the **arrow pointing towards the center of the table**. To indicate the other 2 cards that were **not chosen**, the marking cards will be placed with the **arrow pointing outwards**.



As the Storyteller narrates the story, they will point with their finger to indicate the card being used from each guesser, so that everyone knows exactly which card has been used.

END OF A ROUND

When the Storyteller **finishes the story**, it is time to **check** count how many points each player has scored in that round. The guessers will reveal the card they voted for.

- If the card chosen by the guesser **matches** the card used by the Storyteller in the story, **the guesser will keep the story card**, which will now be used as a point card.
- If the card chosen by the guesser **does not match** the one used by the Storyteller, **it will be the Storyteller who will keep the story card**, which will now be used as a point card.

The **unused** story cards, two from each guesser plus the two from the Storyteller, **will be discarded**.

NEW ROUND

The Storyteller will pass the **storyteller card** to the person sitting to their **left**, who will become the new Storyteller for this round.

The **guessers** will pass their three **marking cards** to the player seated to their **left**, turn them face up, and these will now become their new story cards.

The Storyteller will receive 2 cards from the deck, placing them to the right and left of the storyteller card, and the rest of the guessers will receive 3 cards face down, which will be their marking cards.

The new Storyteller will begin to narrate a story.

This is done in successive rounds until everyone has been the Storyteller once.

In case the deck runs out of cards, the discarded cards will be reshuffled and that will become the new deck.

END OF THE GAME

The game **ends** when **everyone has been the Storyteller once**.

Each player will count the point cards they have collected during the game.

Whoever has the **most point cards wins**.

In case of a **tie**, the player with the **most symbols from different families wins**.

If there is still a tie, the victory will be shared and you can play a new game telling new stories.



In case of a tie, the winner is the one who has the point cards on the right.

It is therefore recommended to take into account the families when choosing the cards to narrate or vote.



CREATIVE MODE

Story Island cards allow you to connect with your creativity in any way you want. We propose three creative ways to inspire you and unleash your imagination using the images or words on the cards:

1. Choose three cards randomly and create a story with them. (Recommended for beginners).
2. Choose one card from each family and create a story that involves all nine cards. (Recommended for experts).
3. Randomly deal one card to each participant and one card to the center of the table. Using your cards at random, collectively create a story that ends with the card in the center of the table. (Recommended for group play).

If you want to learn more about how to use each of the families or discover new strategies to develop your story, download the free **Story Creation Guide** from the QR link below.

Additionally, on our website you can find many other educational resources, training courses, and the story library **An Island of Stories**, where you can share the stories you've created and read those created by others.



Join the Story Island Community
and dive into its creative universe!

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