

Show and Tell Game

Instructions

Object

To be the first player to tell two stories

Contents

1 Game Board
1 Spinner Card with Plastic Spinner Arrow
4 Hot Air Balloons
12 Story Chips
Toy Bag and Toys

Set Up

1. Each player chooses a Hot Air Balloon and places it in a Hot Air Balloon stand
2. Each player takes the Story Chips (2) that match the color of his or her Hot Air Balloon.
3. Players place their Hot Air Balloons on any of the five Picture Cloud spaces on the game board.
4. Attach the spinner to the spinner card.

The Play

1. The youngest player goes first. Play passes to the right.
2. On each turn, a player spins the spinner and moves his or her Hot Air Balloon the number of spaces shown in one direction. (either to the left or to the right)
3. When a player lands on a cloud space, he or she follows the directions below:

Star Toy Cloud Spaces

The player closes his or her eyes and picks a toy from the Toy Bag.

Sunshine Trade Cloud Spaces

If the player ALREADY HAS one or more toys, the player may either:
Give any one of her or his toys to another player that has a toy, then choose a toy from that player; or
Return a toy to the Toy Bag, and with eyes closed pick a new toy from the bag

If the player DOES NOT have a toy, her or his turn is over.

Heart Cloud Spaces

If the player ALREADY HAS one or more toys, he or she gives one to any other player.

If the player DOES NOT HAVE a toy, his or her turn is over.

Picture Cloud Spaces

- A) When a player land on a Picture Cloud Space and has less than three toys, OR has already told a story on that space, the player picks a toy from the Toy Bag. His or her turn ends.
- B) When a player lands on a Picture Cloud Space, has three or more toys, and has NOT already told a story on that space, he or she tells a story. The story must include the setting shown and all of the player's toys. *For example: a player lands on the park Picture Cloud Space, then tells a story about a snake, a pig, and a lizard in the park.* Upon finishing the story, she or he places one of her or his Story Chips on the Picture Cloud Space and returns all of her or his toys to the Toy Bag. The player DOES NOT need an exact spin to land on a Picture Cloud Space.

Two Players on the Same Cloud

When a player finishes her or his move on a small cloud space with another Hot Air Balloon on it, that player pushes the opponent's Hot Air Balloon to the nearest Picture Cloud Space. The player then completes her or his turn on the small cloud. When the *pushed* player's turn comes, she or he starts from her or his new position on the Picture Cloud Space by spinning and moving to a new space.

Two or more players may be on a Picture Cloud Space at the same time.

Winning the Game

The first player to tell a story and place her or his Story Chips on two different Picture Card Spaces wins the game! Play continues until all the players have told two stories.

Parents' Quick Review

1. Players spin the spinner and move in any direction.
2. Players follow the directions for the cloud spaces.
3. The first player to tell a story in two Picture Cloud Spaces wins the game. Play continues until all players have told two stories.