

Set-Up

1

SHUFFLE

Shuffle each deck and place on the playmat.

2

DRAW

Everyone draw 2 Plot Twist cards. You may look at them, but don't share.

3

NOMINATE THE FABULIST

Decide who starts. Default rule is age before beauty.

4

START

Fabulist draws 2 Characters and 1 Quest, places them on the playmat.

5

TWISTED OR CLASSIC

Fabulist declares how their story will be played, Twisted or Classic.

Components & More

- 49 Characters Cards
- 30-Second Sand Timer
- 80 Plot Twist Cards
- 1 Paper/Cloth Playmat
- 44 Quest Cards
- 1 Instructions Sheet



MEEPLE ICON

This icon shows up on some Quest cards. When the Fabulist reads this card aloud at the start of the story, substitute the name of one of the Characters for each icon.



INSTANT ACTION CARDS

When this card is drawn, immediately place it at the bottom of the Plot Twist deck, drawing a new Plot Twist and a Character card. On a future turn, you may choose to introduce this Character along with any Plot Twist, preferably in an interesting way.



SAND TIMER

This is roughly a 30 second timer. The first and last segment are supposed to be 60 seconds long. I know math is hard, but you can do this.

TWISTED TALES (EASY)

Everyone contributes to the story in small increments, with a longer start and end. This method is quick and everyone gets a turn-- ideal for folks with performance anxiety.

6 FIRST SEGMENT



60 Seconds. The Fabulist sets the stage, defines the Characters' relationship to each other and to the Quest.

7 STORY SEGMENTS



30 Seconds. The next player places 1 Plot Twist card on the playmat. Quickly continue the story, including elements from the new Plot Twist card. Draw a new Plot Twist card.

8 LAST SEGMENT



60 Seconds. The lucky person who places the final Plot Twist card tries to tie up the loose ends and conclude the story just as time runs out, any way they can.

9 MORAL OF THE STORY

The Fabulist says, "And the Moral of the Story is..." and each player suggests a pithy, silly, or downright groaner of a moral of the story. The Fabulist awards the Quest card to whoever gives the best Moral.

CLASSIC TALES (HARD)

Tell the whole story yourself, with interjections from the peanut gallery who try to drive the story wildly off-course. Hilarious, with the right crowd.

6 FIRST SEGMENT



60 Seconds. The Fabulist sets the stage, defines the Characters' relationship to each other and to the Quest.

7 PLOT TWIST

The next player places 1 Plot Twist card on the playmat and makes a short but complete statement that influences the story, including these words or phrases. Draw a new Plot Twist card. Note, the Fabulist doesn't play Plot Twist cards, they're busy telling the story.

8 STORY SEGMENT



30 Seconds. The Fabulist quickly continues the story, picking up where the interjection left off.

9 LAST SEGMENT



60 Seconds. The Fabulist incorporates the last Plot Twist while also making an attempt to wrap up the story neatly just as time runs out.

10 MORAL OF THE STORY

The Fabulist says, "And the Moral of the Story is..." and each player suggests a ridiculous, often scandalous, moral of the story. The Fabulist bestows the Quest card to whoever suggests the best Moral.



Overview

For thousands of years, people have gathered socially in caves, around campfires, around kitchen tables. Since humans could talk, the favorite form of entertainment has been storytelling—and most of it was made up nonsense. It's not quite a lost art, but most people don't feel comfortable or creative enough to tell a fish tale or spin a yarn without a little help.

Tales of the Fabulist is a quick and easy way to beguile your friends with gut-busting laughter while fanning the tiny creative spark that we've all neglected. Tales is an interactive fiction device, a party game, an improvisation system, a drinking game, an ice-breaker at retreats, and an excellent gift for the young and old. You don't have to be William Shakespeare to have a great time ~~making~~ ~~sh*t~~ up regaling your loved ones with a fabricated fable.

Tales of the Fabulist



For Maximum Freshness

Slow Storytellers, Fast Storytellers?

The sand timer is a suggestion as a way to keep the session going quickly. If the Fabulist is a slow storyteller, allow them the space to tell it. If the Fabulist isn't terribly creative and constantly runs out of words before the time is up, move on to the next segment. Nobody should feel punished for talking too fast or too slow. This is a shared experience, so make it a good one.

Zero Judgement, "Yes And..."

Improvisation and creativity die under scrutiny. The fastest way to ruin a session is to be critical of each other. Practice collaborative, additive storytelling by taking any strange detour afforded you, always. In the end, nobody gets credit for having the Characters actually achieve the Quest. Laughter is the ultimate objective, so revel in it while affirming and approving of whatever craziness comes out of the mouths surrounding you.



Keep the Game Moving

It's really easy to become engrossed in the story. Since someone is always jumping in every 30 seconds, it is helpful for the next person to be aware they are up next, so they can be thinking about how best to unhinge the plot. Try to make the transition as seamless as possible. Ideally, designate someone to be time-keeper (not the Fabulist) and point at the next player midway through the segment to get their attention.

Handling Stage Fright / Mental Blanking

Anyone can get the jitters. The easiest way past it is to dive in headfirst. Relax. Stare at the Character cards, talk about them as if they are as real people: their desires, hopes and dreams. And if all else fails and you're drawing a blank, use a silly voice and pretend to be one of the characters. If you're not good with voices, try giving them a terrible food allergy or irritable bowel syndrome.

As a Drinking Game

We're well aware that every game is a (soda?) drinking game if you want it to be. Feel free to make up your own rules. Our favorite is simply, if you aren't speaking, you're drinking while you're thinking.

CHECK OUT OUR OTHER GOODIES:

CREDITS

Designers: Jason Hughes and Stacey Welchley

Character Artist: Christiana Clark

Additional Artists: Stacey Welchley and Mali Ware

Playtesters: Catherine Hughes, Mark Lewis, Lisa Lewis, Sam Shiffman, Jamie Dalton, Todd Gillissie, Lisa Slater, Tara Appleberry, Jana Salinger, Heather Zoric, Michael Cleveland, Ally Galdamez, Philip Hughes, Tiffany Smith, and all our friends and family that have helped along the way.

Special thanks to Todd Gillissie for his assistance with our Kickstarter videos.



Get the App and More!

Download the official companion app for a digital timer and additional game features, including access to our ever growing community of storytellers.
TalesOfTheFabulist.com



Get the Scoop!

Sign up for our quarterly newsletter and find out about our upcoming projects and chances to win cool swag.
MonkeyGunGames.com



Get the Gear!

Snarky T-shirts your thing? We have an assortment of the very best. Wear your humor proudly.
SudoEvil.com



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