

Genres are indicated around the outside of the spinner.

Playing Advanced *Pitch-a-Story!*

Add a challenge to the game! When you land on a *Pitch Place* or *SWAP*, before you *Pitch-A-Story*, spin to choose a genre—a type of story, such as a comedy, or tragedy, or mystery.

Reviewers, award 1 to 2 bonus points for successfully telling the story in the genre. (See below for details on the different genres.)

Playing Advanced *Pitch-A-Story!* will test your ability to create powerful, moving, inventive, and entertaining stories using many of the common genres that show up in movies, novels, plays, and short stories.

Genres for Advanced Play

Comedy—Exaggerations about a character’s shortcomings, something the character does, or the situation they’re in. Often makes fun of life’s little frustrations.

Tragedy—The character’s undoing is usually the result of a mistake, character flaw, or bad choice that often blinds the character’s judgment.

Sci-Fi—Deals with the future and advanced technology or science that has backfired or been misused for evil purposes.

Fantasy—Usually involves magical creatures and plots about other worlds.

Action—Events unfold at breakneck speed.

Mystery—Something is stolen or someone is missing, lost, killed, or kidnapped. Any one of many suspects could have had the motivation to do the crime.

Adventure—Heroes who are risk takers and frequently on a journey to solve a mystery or problem, often in conflict with nature and another character who is seeking the same thing.

Romance—A love story.

Western—Simple stories about people who live with the clothes on their backs, whose gun does most of the talking, and whose best friend is usually their horse.

Fairytales—Almost always magical with special beginnings, like “once upon a time” and happy endings.



Follow These Easy Step-by-Step Directions

What’s in the box:

Quick Start Directions, Playing Board, 5 decks of Cards: *Characters, Challenges, Settings, Friends or Foes, and Props*, Spinner, 6 Playing Pieces, 1-Minute Timer, Tip Sheet for Reviewing Stories (read before playing), Scoring Pad, *A Guide for Teachers, Parents and Youth Group Leaders: Enhancing Literacy and Learning through Storytelling*

Object of the Game

To become a star by earning credits and review points awarded by your fellow players when you pitch stories using story elements from the game cards.

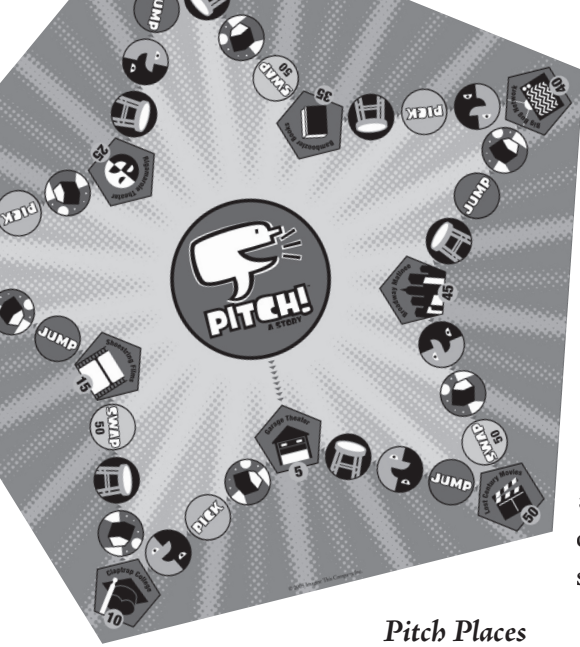
How do you score?

Earn points 2 ways:

1. Get points indicated on *Pitch Place* or *SWAP* after you *Pitch-A-Story*.
2. In addition, collect a point for every star other players’ teams award you when they review your pitch. For example: 15 points at Shoestring Films plus reviews of 4, 5, and 4 from the other players = 28 points.

What’s a Pitch?

A “pitch” is a story condensed down to a minute or two, in the same way Hollywood writers and producers pitch stories for movies and TV shows.



The Board

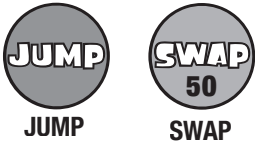
The *Pitch-A-Story!* board gives you a chance to pitch and act out stories during every turn in all kinds of places where story is king—film, TV, cartoons, literature, theater, and storytelling festivals. On your way you may land on spaces where you have to collect additional cards—Props, Settings, or Friends or Foes—with elements that you must incorporate into your pitch. Unique spaces lead to unexpected fun, like SWAP, where you have to exchange all your cards with another player and then *Pitch-A-Story*. Or, JUMP, where you leapfrog other players to any of the 10 Pitch Places, giving your score an added bonus.

Pitch Places

At the corners of the star, named for the different places where people create and pitch stories. Following the steps of a storytelling career, each has a point value from 5 to 50—from *Garage Theater* (worth 5 points) where kids often get started by making up and acting out stories to *Lost Century Movies* in Hollywood (worth 50 points) where a really good pitch can turn into a blockbuster movie.



Pitch Place



JUMP SWAP



Friends or Foes



Props Settings



PICK

JUMP

Spin the spinner, move to the *Pitch Place* arrow points to and *Pitch-A-Story*.

SWAP

Place spinner in the center of board, spin and swap your cards with the player(s) it's pointing to, then *Pitch-A-Story* for 50 points using their cards.

Friends or Foes, Props, and Settings

Draw a card from that deck, spin again and keep playing until you land on a *Pitch Place*, *JUMP*, or *SWAP* and get a chance to *Pitch-A-Story*. You must incorporate in your pitch the elements from all of the cards you collect.

PICK

Draw a card from either the *Friends or Foes*, *Props*, or *Settings* decks, spin again and keep playing until you land on a *Pitch Place*, *JUMP*, or *SWAP* and get a chance to *Pitch-A-Story*.

Getting Started

- **Play in teams of 2 or 3 or as individuals.** Choose a playing piece for your team and place on PITCH at the center of the board. Spin. The team with the highest number goes first.
- **Choose a Scorekeeper.** In addition to recording the scores and keeping the game moving, the Scorekeeper also is in charge of giving out cards and returning used ones to the decks, as well as keeping time while teams plan their pitch.
- **Each team gets one Character card and one Challenge card to start.** These are the basic building blocks of any pitch—a person with a problem. Often, the bigger the problem, the better the story. Use elements from these cards to create your story. See the *Tips on Reviewing a Pitch* card for help in creating and telling entertaining stories. Keep cards to yourself until after you pitch.
- **When it's your turn, spin,** and move your playing piece that number of spaces, clockwise around the board. Two or more playing pieces may rest on the same space at the same time.
- **When you land on a Pitch Place,** you have one minute to plan your story. You must use all of your cards plus your imagination! (Scorekeeper: turn over the sand timer). Then, act it out. If playing as a team, assign parts or roles to different team members. Hold your audience's attention by using facial expressions, special voices, gestures, and sounds. There is no time limit for a pitch, but try to keep your pitch to a minute or two.
- **After you have pitched, place all of your cards face up for everyone to see.** Then, return the cards to the Scorekeeper who will give you 1 new Character and 1 new Challenge card.
- **When you Pitch-A-Story!, the other teams are your reviewers.** As with real life movie or theater critics, the reviewers award your team from 1 to 5 stars (1 star = 1 point) depending on how they rate your team's story and performance.
- **How do you win?** Play for a set time, say one hour, or until a team reaches a set score, say 150 points. At the end, the team with the most points is the *Pitch-A-Story* Champion!

Scorekeeper

1. Records scores on score sheet.
2. Gives out cards and returns used ones to decks.
3. Keeps time while teams plan their pitch.

Read the Tips on Reviewing a Story (back side of the Quick Start Directions) for how to review a story.

See next page for how to play ADVANCED Pitch-A-Story!