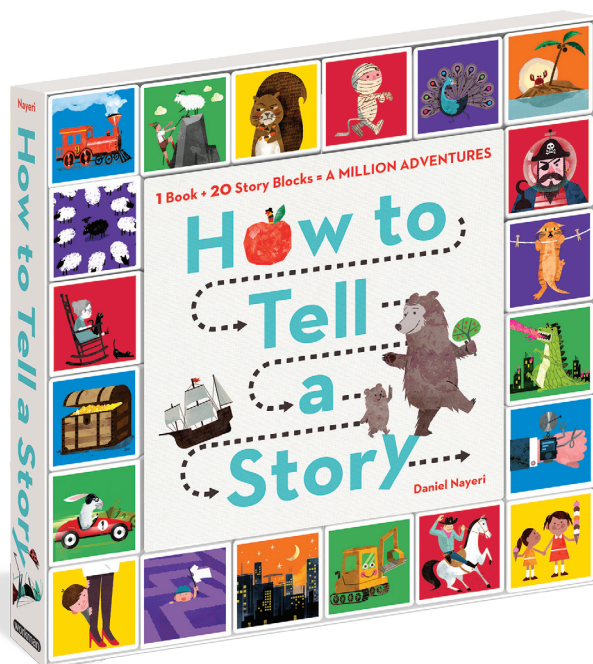


# Host a How to Tell a Story Event in your store!



**H**OW TO TELL A STORY is a unique set of color-coded blocks plus an interactive book that acts as a 101 course in creative storytelling. To really understand how it works, we encourage you to rip open the package, roll the blocks, and play with whomever is sitting nearby. Better yet, host a game night at your store! A perfect way to get started is “The Why Game,” included below, which can be played alone or with a group.

Go ahead, roll the blocks—  
millions of adventures await!



## THE WHY GAME

**UP TO 10 PLAYERS • 15 MINUTES**

### SETUP

This is a cooperative game where players try to tell a story and must constantly answer the question “why?”

### GAMEPLAY

**Roll 20. Do not reroll.**

The first player begins the story with “There once was a ● (who was ●).” Then the group asks, “But why?”

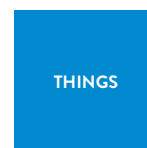


The next player must then choose another block of the remaining 18 and answer the question (using the block) to continue the story. After sufficiently answering the question, the group asks, “But why?”

The next player must then choose a block from the remaining 17 and continue the story.

Play continues until all the blocks are used or neither player can come up with a sufficient answer in the story.

Each color side is associated with a part of speech:



Custom event signage is available upon request. Contact [promotions@workman.com](mailto:promotions@workman.com).



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