

☆ ☆ GAMEWRIGHT ☆ ☆

LILLY'S PURPLE PLASTIC PURSE GAME



The Peek and Tell Memory Game
for 2-4 players ages 4 to 7

Based on Kevin Henkes's best-selling books
Lilly's Purple Plastic Purse, *Julius*, *The Baby of The World*, and *Chester's Way*.

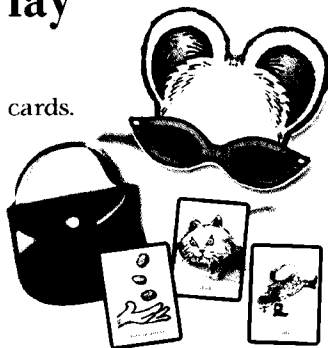
Rules of Play

Object

To collect the most story cards.

Contents

- 1 purple plastic purse
- 1 Lilly blindfold
- 36 unique story cards



Note: In all our rules, we use either "he" or "she" to include everyone!

With each new round, you get one more card. That means in the second round a four-year-old gets six cards, in the third round she gets seven, and so on.

Look at the cards in front of you and make up a short story about them. Tell your story in the order of the cards, from left to right. (If you want to make the storytelling a bit easier, rearrange the cards any way you like).

For example, a story with these five cards might sound like this:



The baby hid his eyes because he was afraid of the scary cat. "Don't worry," said Lilly, "It's only a mask. We'll bake some snacks with daddy and you'll feel much better." Baby Julius was so happy he sang a song.

Keep in mind that there's no right or wrong way to tell the story. It can be serious, it can be silly, or it can be pretty close to the stories in the books. What's important is to remember your story, so it will help you remember the cards.

Set-up

Before playing for the first time, look over the cards in the deck. Each card identifies the name of the character or object pictured on it, so even if you haven't read Kevin Henkes's books, you can still tell a story about the characters. Or use your imagination to create a whole new story with your own special characters.

Then decide how many rounds you want to play. In a two player game with four to six-year-olds, four rounds are just about right. With more players, try playing three rounds.

The dealer shuffles and places the cards face down in a pile in the center of the table.

Game Play

The youngest player begins.

On your turn, the dealer lays out a number of story cards, face up, in a row in front of you.

Your age determines how many cards you get. If you're four, for example, you get five cards — one for each year of your age, plus one for good luck! Kids should decide how many cards the grown-ups get.

Once you've told your story, put on the Lilly blindfold. While you're hiding your eyes, the player to your right hides one of your story cards in the purple plastic purse. After she hides one card in the purple plastic purse, she may rearrange the cards on the table to close up the space left by the missing card and to change the order of the cards.



Now take the blindfold off and try to guess which story card is missing. If you guess right, you get to keep the card. If you guess wrong, the card goes face up in the discard pile. Put the rest of the story cards that you played in the discard pile too, whether you guessed right or not. Now the next player takes a turn.

Keep playing, moving around the circle to the left. If the dealer starts to run low on story cards, she shuffles the cards in the discard pile and adds them to the bottom of the center pile.



Ending the Game

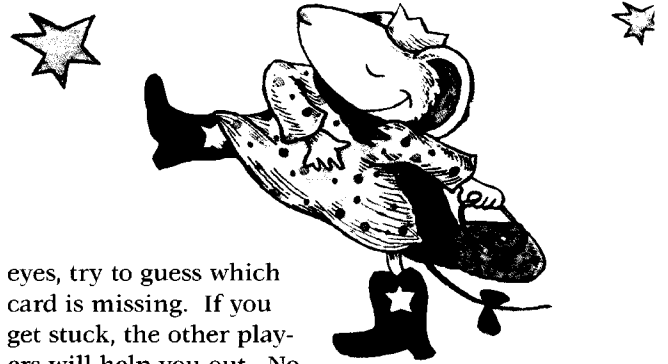
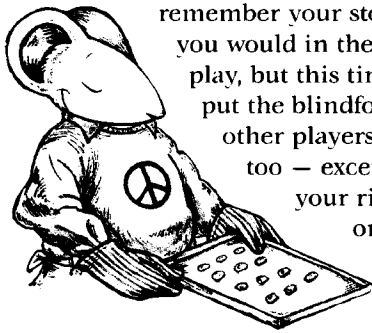
When everyone's finished playing all the rounds, count your cards. The player with the most story cards wins.

Variations

Part of the fun of this game is making up your own way to play. Some kids like to use the same cards over and over, others like to hide more than one card at a time. Other kids like to skip the story altogether and play a traditional memory game. Try these variations:

Cooperative Game Play

Everyone works together to help you remember your story. Play just as you would in the standard game play, but this time when you put the blindfold on, all the other players close their eyes too — except the player to your right, who hides one card in the purse. When you open your



eyes, try to guess which card is missing. If you get stuck, the other players will help you out. No need to keep score. In this game, everyone wins.

Challenging Game Play

Play the standard game play, but try laying out even more cards — about ten or so — or hiding more than one card at a time. Instead of telling a story to help you remember, hurry to memorize the cards by sight while all the other players count to ten. Put the blindfold on and the player to your right hides one or more cards, depending what you decided at the beginning of the game. The player with the most cards wins.

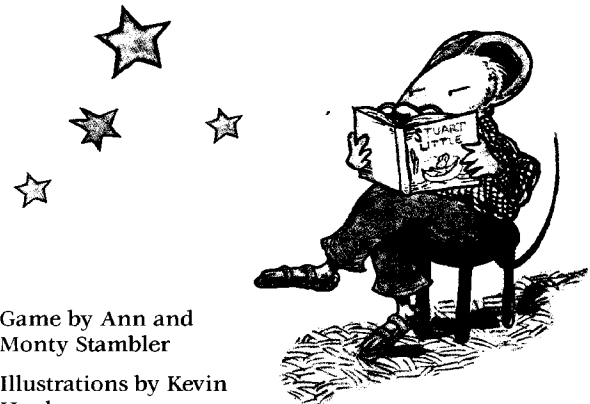
A Word from Gamewright

At first glance, **Lilly's Purple Plastic Purse Game** looks like just pure party fun. It is, but a lot of important learning is going on too — like sequencing and storytelling, which are critical pre-reading and writing readiness skills. Narrative play is a non-pressured way to encourage kids to think creatively and use their memories. Just try playing this game without telling the story and you'll see how hard it really is!

Playing **Lilly's Purple Plastic Purse Game** is a fun-filled way to build learning skills!

— Ann Stambler and Dr. Monty Stambler

The Stamblers live and practice in Boston, where they are experts in child development.



Game by Ann and Monty Stambler

Illustrations by Kevin Henkes

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Julius, The Baby of The World ©1990 Kevin Henkes,
and *Chester's Way* ©1988 Kevin Henkes



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