



Complete the storyboard to earn the Games Tell Stories achievement.

What is your favorite story in a game? Many games have stories that determine your path to your objective. Stories in games help us learn about the world of the game and experience emotions as we play.

Game designers use storyboards to plan out their games. A storyboard is a sequence of drawings that show the major events in a story.

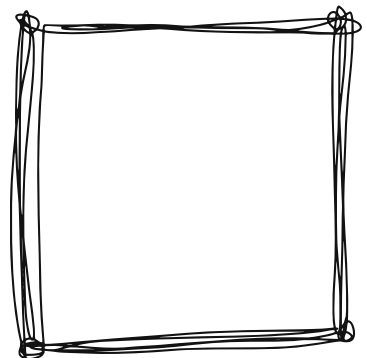
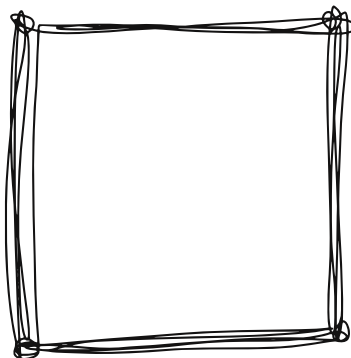
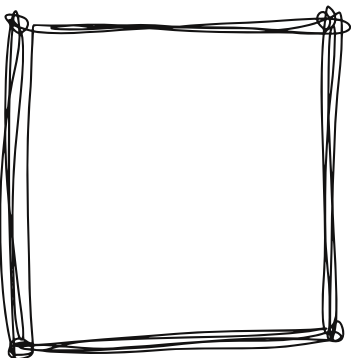
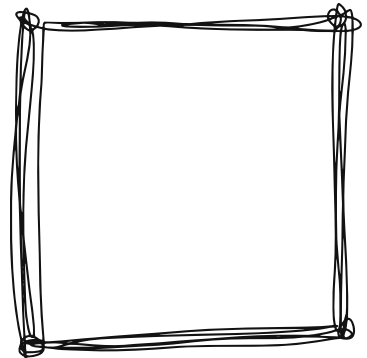
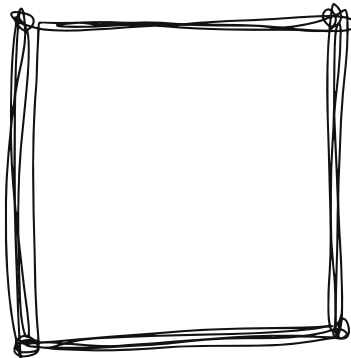
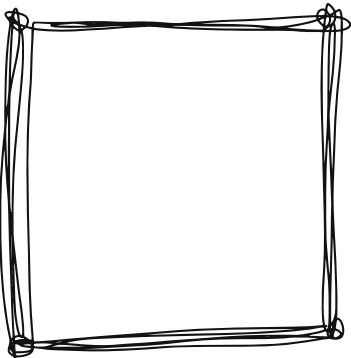
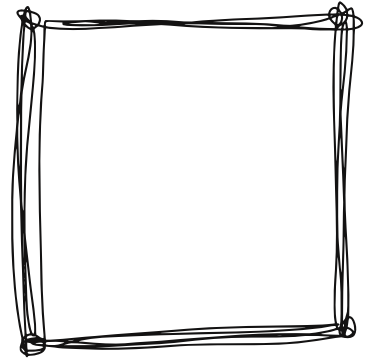
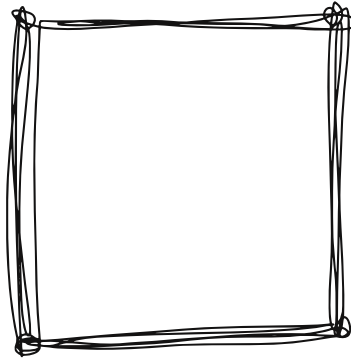
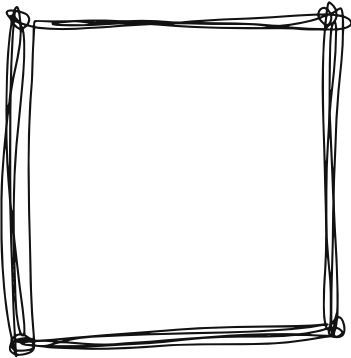
## Storyboard Instructions

1. Think about your game and choose 9 important moments or scenes in the story. These could be moments that made you feel excited, surprised, happy, or even sad.
2. Start with the first box in the top left corner. Imagine the first scene or event from the game's story and draw a simple picture that represents that moment. It could be a character, an object, or a place. Use your imagination and creativity!
3. Continue this process for the remaining boxes, moving from left to right and then top to bottom, until all nine boxes are filled with drawings and descriptions of different scenes from the game's story.

# Games Tell Stories



# Storyboard for \_\_\_\_\_



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