

talkative™

Quick Conversations That Connect

How long is two-minutes? Can you tell? If you are interested in a topic, two-minutes will fly by. If you can't think of what to say, two-minutes can feel like forever! *Talkative* is a timed word association game that explores the weird time-warp that can happen in your brain, while you're just talking.

Before You Start

- 1. Download** the *Talkative Timer App*, it's free from your app store. Search "Talkative Timer" or simply click on the appropriate link below. The App holds the game timer and a Chat-Buck converter.



2. **Remove** the two time-reference charts and set aside.
3. **To ensure the cards are drawn at random. Transfer** the game cards from the three travel trays into the card box provided.
Note: It's a good idea to ensure the first card played is not a started subject card. This will ensure players fully grasp the idea of game play before paying a unique Star Card

How Do I Play?

The object of the game is to earn Chat-Bucks. The player with the most at the end, wins! To earn Chat-Bucks you'll simply talk. How long you talk determines how many Chat-Bucks you'll earn... or lose.

- 4. Choose a banker.** (Someone to deal the Chat-Bucks.)
- 5.** Each player places a game piece on the start line and **receives 5 Chat-Bucks.**
- 6.** Use your favorite method to determine who goes first.
- 7.** First player, roll the die and move your guy.
- 8.** Read the space that you have landed on and comply as needed.
- 9.** Pick a card.
- 10.** Locate the number on the card that corresponds to your roll of the die, this indicates the subject to be discussed.
- 11.** Check to see if the card has a star on it. If not, proceed to the next step. If it does, see the “What’s A Star Card?” section.
- 12.** Use the app to access the timer. (Anyone can run the timer.)

- 13.** Start the timer and the cardholder (Speaker) begins a conversation about whatever that subject brings to mind.
- 14.** The timer is intentionally hidden from everyone, this ensures no one is fully aware of how much time remains.
- 15.** The goal is to talk for exactly 2-minutes and earn 5 Chat-Bucks. (For further explanation, refer to the “What Do I Say?” section below.)
- 16.** Other players may ask questions, share a related story and/or just comment during the speaker’s turn. This is encouraged. In fact, it’s part of the strategy. Keep the cardholder talking over two-minutes so they lose Chat-Bucks!
- 17.** Regardless of where the conversation has gone, it’s up to the Cardholder (Speaker) to ensure the timer is stopped. When you feel you are near the two-minute mark, say “stop” or stop

the timer yourself. (Timer is stopped by touching the screen. Anyone can stop the timer.)

- 18.** Below the timer you will see how many Chat-Bucks the player has earned or lost, based on how long they spoke. Reference charts are provided to explain the time/Chat-Buck conversion.
- 19.** Collect or discard Chat-Bucks as instructed by the App.
- 20.** Repeat this process with each player until someone crosses the finish line and plays a final subject card. This signifies the end of the game.
- 21.** All players count your Chat-Bucks. The player with the most wins!

What Do I Say?

The object is not necessarily to define the subject on the card, although that is completely acceptable, but more to talk about

whatever that subject brings to mind. Maybe it reminds you of a story or an event in your life? How does it make you feel? What's your opinion? What are you thinking? Talk about it! If that doesn't work for you, make up a good lie, that's acceptable too. Sometimes the conversation may move away from the original topic, the whole idea is to get people talking, so this is completely acceptable as well. Just talk.

What's a Star Card?

Star Cards, indicated by a star on the back of the card and in the upper corner of the face, **are played more like a traditional guessing game. Try to get anyone to guess the subject as fast as possible, without actually saying the subject.** When the subject is guessed correctly, both the player with the Star Card **and** the player who

guessed the subject receive Chat-Bucks in accordance with the App. ***Star Card Rules: The player may say or do whatever they wish to describe the subject. (Gestures, Pantomime, etc., are all acceptable.) However, the player may not use the word or phrase or any part of the word or phrase in that subject. For example, the word “unconscious” may not be described as “not conscious,” but could be described as “knocked-out” or “out cold,” etc. If a player breaks this rule, they lose their turn and 5 Chat-Bucks.***

What Else Do I Need To Know?

Pass or Play: If the subject is something that the cardholder does not wish to speak about, does not know the meaning of, or can't think of something to say within 30 seconds, they have the option of “passing,” for which they lose their turn and 2 Chat-Bucks. That

subject is then up for grabs for anyone who wishes to play it. In the case of a **Star Card**, the player passing will choose a player to pass the card to, and will not participate in the guessing. ***Note: Passing a standard subject card is rare, because the cardholder can simply start their turn by saying, “I don’t know what this is,” which will kick-off conversation and make passing unnecessary. Heck, you could even Google it. This is not a test!***

Engaging In Another’s Turn

The cardholder must be the first to speak, but after they have begun, anyone can ask questions, share a related story or just participate in the conversation. This is both acceptable and encouraged. After all, the whole idea is to get people talking! ***This is also part of the strategy, can you get the cardholder to lose track of time, go over***

the targeted 2-minute mark and lose Chat-Bucks? This is what can help you win the game!

Sometimes the conversation may evolve into several people speaking, but it is always the cardholder's responsibility to ensure the timer is stopped. (Anyone including the cardholder, can simply touch the screen to stop the timer.)

Why Is The Timer Hidden?

Facial expressions and body language often give the speaker an indication that time is running out. The goal is to keep the cardholder talking as long as possible. Let them lose track of time, that's good for you!

What Is The Rule On Stalling?

If another player feels that the cardholder is not really saying anything in particular and is just trying to fill-up time, (long pauses, ums', ah's, repeating themselves, silence, etc.) they can call them on it by saying: "You're Stalling." The timer is stopped and a vote is taken. The accuser must be careful because if it is determined that the speaker was not stalling, the accuser must give the speaker 5 Chat-Bucks. If the vote says the speaker was stalling, the speaker loses their turn. ***Note: In the case of silence, a speaker can obviously be silent while others are talking during their turn. The silence aspect of Stalling applies when no one is talking and the designated speaker has remained silent for more than 10 seconds.***

What If I Am Out of Chat-Bucks?

If you have no Chat-Bucks to give, you have two choices: You may borrow from another player, on whatever terms you and that player can work out, or you may skip your next two turns.

Sit back, relax and let's talk!