

Now You're Talking™

Connect The Dots With Conversation!

STEP 1:

VALUES Cards/MORE Card

Each player will:

- Select one coloured Pawn, matching deck of VALUES cards and one MORE card.
- Set the MORE card aside and shuffle the VALUES cards.
- Split the deck of VALUES cards in half and set one half aside. (*This ensures Players have a unique set of values for replayability. Every game is a new experience!)
- Choose five values they wish to examine from their half deck of VALUES cards.
- Place their five VALUES cards horizontally in a row in front of them.
- (*Optional: Briefly share why they chose their VALUES cards).

STEP 2:

How To Play

Place QUESTION cards in easy-to-reach piles next to the BOARD.

All players take a turn rolling the dice and the player who rolls the highest number starts.

- Players move forward and answer the QUESTION card that matches the DOT on the board. (*Questions are easily adapted. Example: For a player who has not attended high school, simply substitute school.)
- The player finishes answering, takes the QUESTION card and places it below one of the five values they feel the answer reflects.
- The player explains how the answer relates to the chosen VALUE card.
- A HELPING HAND: If a player draws a QUESTION card they feel they are unable to answer they have one opportunity to ask other players for help.
- MORE card: A player can use their MORE card to encourage another player to share a little more fully. (*Players can use their MORE card as many times as they want.)
- DOUBLES: If a player rolls doubles, they move forward and pick up the QUESTION card that matches the DOT. Then they roll again, move forward and pick up *another* card. The player chooses between the two questions, answers one and returns the unanswered question to the original pile. (*Maximum two doubles per turn).

STEP 3:

THE FINAL ROW/FINISH CIRCLE/WINNING THE GAME

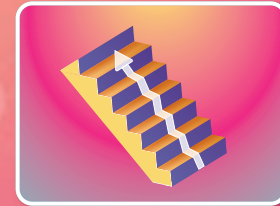
On each turn, players roll *only* one die when they reach the FINAL ROW.

- To win, the player must roll the *exact number* to land on the FINISH CIRCLE. If the number rolled is too big, the player stays put and continues to answer questions from the same question pile.
- WINNING THE GAME: When a player lands on the FINISH CIRCLE, to celebrate, the winner may ask one or more players a final question from any of the QUESTION cards. The winner can choose to also provide answers, if inspired!

About the Board:

Growth & Change Stairs

- When a player lands on the Growth & Change Stairs, they advance all the way up the stairs and answer the card that matches the dot located at the top.



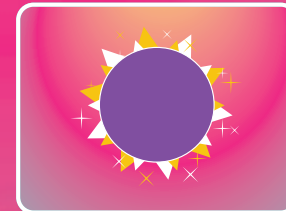
Adversity Slide

- When a player lands on the top of the Adversity Slide they slide down to the end of the slide and answer the card that matches the dot located at the bottom.



Landing on a Starburst

- When a player lands on a Starburst, they answer the question and then they *also choose another player* to answer the same question.



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