



TALK THE TALK

 3-4  30-40 MIN

A challenging variation where players talk about the stories they are making.

In this variant, you play the standard game so each turn there are winning cards. Then you have to convince the judge the winning cards are a perfect fit for your special story! This variant relies on making arguments orally and forces players to think about their story right from the start.

Getting Ready

1. Sort the cards into a deck of white Idea Cards, and a deck of coloured *Awesome Cards*.
2. Shuffle the *Awesome Card* deck and put it on the table so the cards are hidden.
3. Flip over the top four cards from the *Awesome Card* deck. Put them where everyone can see them.
4. Shuffle the *Idea Cards* and deal 6 secret cards to each player.
5. Put what's left of the *Idea Cards* down so the cards are hidden.

Starting your Story

During this game, each of you will create your own story out of cards.

Choose one of your *Idea Cards* to start your personal story.

Put your chosen card down in front of you so everyone can see it.

The last player to put down a card becomes the first Judge.



To Play

1. The Judge looks at the visible *Awesome Cards* and chooses one.
2. Everyone else chooses one of their *Idea Cards* to pair up with that *Awesome Card*.
3. Players pass their secret *Idea Card* to the Judge.
4. Without looking, the Judge gives the secret cards a quick shuffle.
5. The Judge shows the *Idea Cards* to everyone and reads them out.
6. The Judge chooses which *Idea Card* makes the best pair with their *Awesome Card*.
7. The person who played the winning card gets one *Awesome Point*.
8. Put *Idea Cards* that didn't win at the bottom of the *Idea Card* deck.

Talking The Talk

9. Now it's time to talk! The Judge asks each player in turn to say how the winning pair would be great as part of their own personal story.
10. After hearing from everyone, the Judge decides which story suggestion is best.
11. The person who told the winning story gets one *Awesome Point*.
12. They take the winning card pair and put them with the rest of their story cards.
13. Everyone except the Judge picks up a new *Idea Card* so they hold six cards in total.
14. Whoever told the winning story becomes the new Judge.
15. Return to step one and play another round!

To Win

The first person to five *Awesome Points* is the winner!

Optional: Add a Playboard

There is a playboard available for this game at awesome.tki.org.nz - print one for each player to help keep track of your stories!