

Chat Chains

A Social Emotional Learning Game

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Ages
8+

Developed by
psychologists

2-8
Players

INSTRUCTIONS

Introduction

Thank you for purchasing Chat Chains!
We hope that you will enjoy playing this
game and learn to foster more fulfilling
relationships through meaningful
conversations.

Please visit our website for additional
information, a how-to-play video and a
downloadable scoresheet!



www.ChatChainsGame.com

Questions? Feedback? Issues? Email us!

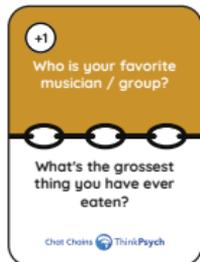


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Contents

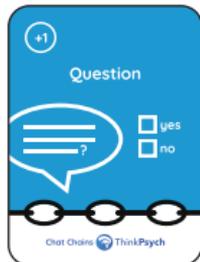
75 Topic Cards

Each Chat Chain starts with a Topic Card. Topic Cards are worth 1, 5, or 10 points, depending on their difficulty. Each card contains a choice of two conversation starters.



60 Response Cards

Players use these cards to represent answers, comments, and questions in the Chat Chain. Cards have two sides to support beginner & advanced play styles (see Gameplay Variations).



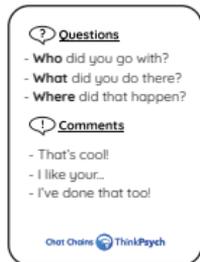
4 Bonus Cards

Bonus Cards are distributed at the end of each round by the Judge to players that demonstrate stellar nonverbal conversation skills.



5 Prompt Cards

Each Prompt Card has a unique set of comment and question suggestions to help players continue the Chat Chain.

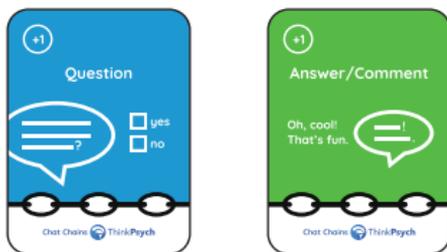


Set-Up

1. Shuffle and create three piles of topic cards face-down.



2. Create two piles of response cards with the +1 sides face-up. The +2 sides can be used for more advanced players (see Gameplay Variations).



3. Place prompt cards face down in a pile.



Gameplay

Goal

Players work together to get the highest possible **team score**. Players also compete to earn the highest **individual score** each round. Points are earned for building Chat Chains using Response Cards. See scoring for more information.

First Round

The player whose birthday is the soonest is the first **Chat Starter** (alternatively, flip a coin or play rock-paper-scissors).

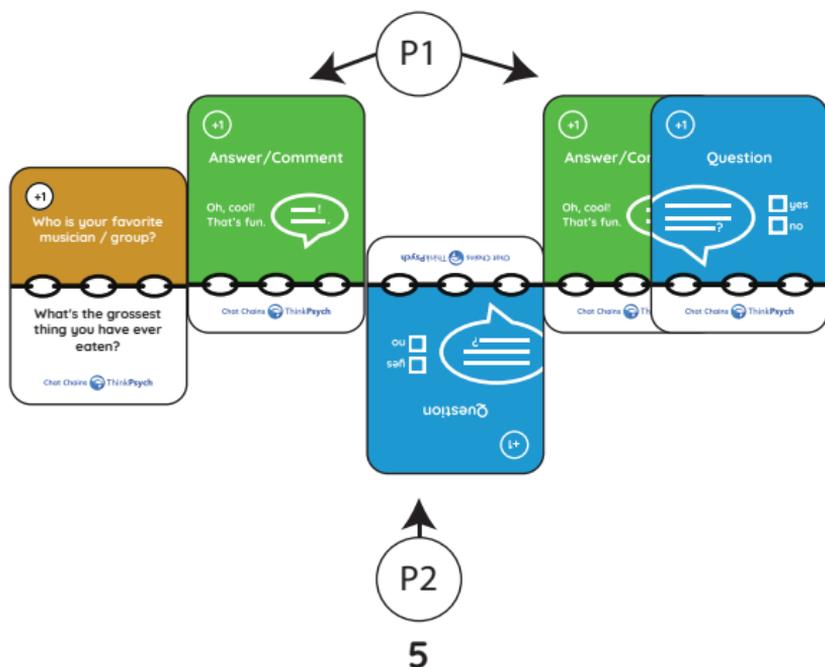
The Chat Starter selects a topic card and either answers it or asks the player on their left to answer. The topic card is then placed in the center of the play area.

Each time a player asks a question, makes a comment, or answers a question, they place a **response card** in the Chat Chain. The response cards represent each player's contributions to the conversation. A sample Chat Chain with two players is shown on the next page. See page 10 for a 3 player example.

Gameplay

Play continues clockwise with each player taking a turn to place one or two response cards. A conversation can include any combination of questions, answers, and comments. Chatters place response cards to keep the conversation going and to grow their individual and team scores. **No player can place more than two response cards during their turn.**

Sample Chat Chain



Gameplay



If a player needs assistance to place a response card, they can pick one card from the prompt card pile. If they do so, they place the prompt card instead of a response card in the chain and do not earn any points towards the team or individual score.



The round ends when the Chat Chain is broken. This happens when:

- 1) A player decides to end the conversation
- 2) A player goes off-topic
- 3) A player takes too long to respond

Gameplay

Subsequent Rounds

The topic card is placed in a discard pile, and the response and prompt cards are returned to their respective stacks. The role of **Judge** (see next page) and **Chat Starter** move clockwise to the next players. In a game of four or more players, players can change seats to vary conversation partners.

Ending the Game

The game can end after:

- 1) A set number of rounds is played;
- 2) A predetermined time limit; or
- 3) A target team score is reached

We recommend play lengths of 10 rounds, 30 minutes, or a total team score of 200.



Judge (3+ players)

If a game has at least **three players***, you can add the **Judge** role. The player whose birthday is the soonest will be the first Judge. If two players have the same birthday, the person with the longest last name goes first.

The Judge holds on to the four bonus cards. The player that is seated to the left (clockwise) from the Judge becomes the first **Chat Starter**.

The Judge does not participate in the conversation. Instead, they pay attention to the nonverbal behavior of other players to decide who should receive the bonus cards at the end of each round. At that time, the role of judge should rotate clockwise to the next player.



* If there is an adult observer, they can serve as the Judge for the whole game, and then only two players are needed. An experienced player can also serve as Judge and Chatter in a two person game.

Scoring

At the end of each round, the **team score** is calculated by adding up the topic card points with all of the response card points.

The **Judge** (if present) distributes bonus cards at the end of each round. They may use all or none of the cards and give them to the player(s) who best demonstrated the following skills:

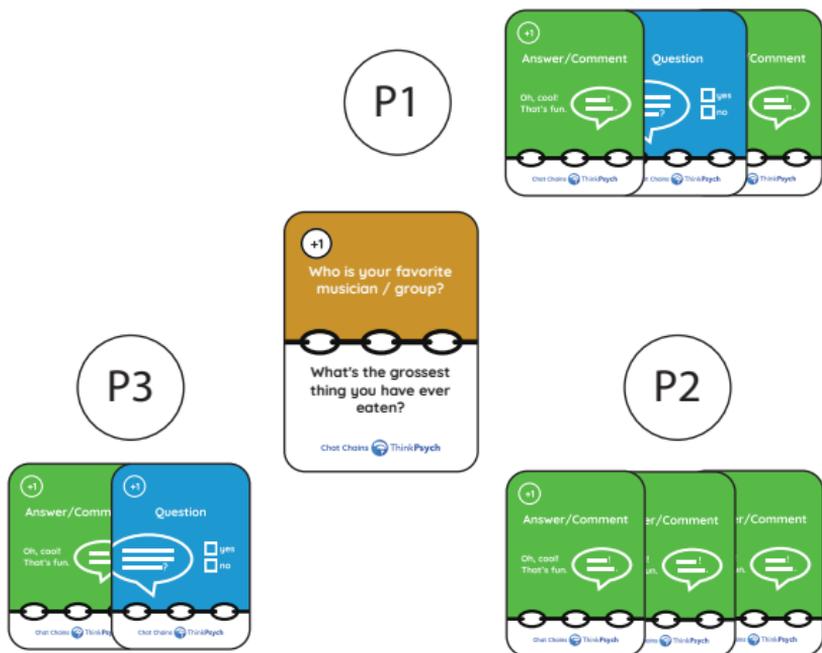
- **Whole Body Listening** involves turning one's body towards the speaker and staying still.
- **Inside Voice** means using a speaking volume that is appropriate for indoor conversations.
- **Eye Contact** is awarded for looking people in the eyes when speaking or listening to them.
- **Appropriate Facial Expressions** involve responding to conversations with a fitting expression (frown, smile, etc.)

The **individual score** is calculated by adding up the points on each player's response and bonus cards. No points are given for off-topic responses or prompt cards. The player with the highest individual score is the **Round Top Chatter**.

The player who wins the most rounds becomes the **Game Top Chatter**.

Keeping Score in 3+ Player Games

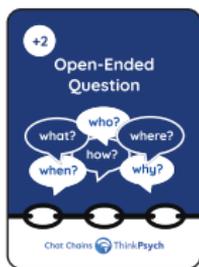
In a game with **three or more players**, Chatters can keep their response cards next to them to assist with individual scoring at the end of each round (see picture below).



Gameplay Variations

1. Advanced Response Cards

As players become more advanced Chatters, they can practice asking open-ended questions and giving more detailed answers and comments.



To play this more advanced version, split the double-sided response cards into two halves and alternate which side is facing up so that players can choose a Question (+1 point), Open-Ended Question (+2 points), Answer/Comment (+1 point) or Detailed Answer/Comment (+2 points) card.

An **Open-Ended Question** is a question in which more than two options are available. It can't be answered with "yes" or "no." A response is considered a **Detailed Answer/Comment** if it includes two or more sentences and some detail (e.g., "My favorite game is Chess. I like to play it with my grandfather.")

Gameplay Variations

2. Play Your Hand Style

In this variation, Chatters receive a hand of cards they must use during the round. To begin, shuffle all of the response cards, alternating sides, so that all four types of responses are in play. Deal each player 6 cards face-up. Place the remaining response cards face-up in a pile.

The **Chat Starter** selects a topic card to begin the game. Going clockwise, the next Chatter plays a response card to add to the Chat Chain. Play continues until each player has played all of their response cards.

Additional rules:

- 1) If a Chatter is unable to play a response card in their hand, they can choose to skip their turn or change the topic by taking a new topic card.
- 2) If a player takes a new topic card, they must also take a new response card to add to their hand.
- 3) If a player makes an off-topic comment, they must draw another response card.
- 4) Players must answer questions posed to them, even if they do not have an Answer/Comment card in hand. After answering the question, the player may then play a card in their hand, such as a Question card.

Gameplay Variations

3. Free for All Style

When playing with the default rules, each player takes turns in clockwise order. This helps to ensure that each Chatter has an equal chance to participate and prevents one player from dominating the Chat Chain.

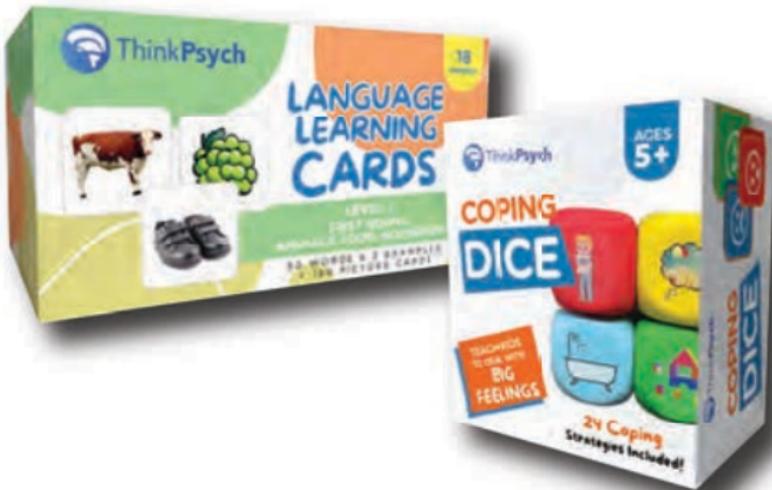
Alternatively, groups can play the “free for all” variation, in which Chatters add to the Chat Chain in any order. This leads to a more natural conversation in which individuals must work to be an active participant and listener. Each player can still only play two response cards in a row. This variation can be played with or without the advanced response cards.

4. Play Your Hand Style, Free for All

This game play variation is a combination of the “Play Your Hand Style” and “Free for All” variations. Players can respond in any order to keep the conversation going, rather than having to respond in a clockwise order. The first Chatter to get rid of their hand wins. Alternatively, game play can continue until each player has used all of their response cards.

Thanks For Playing!

We enjoyed making this game because we are passionate about helping individuals develop the skills to make lifelong friendships. If you enjoyed this game, please check out our other products at www.thinkpsych.com



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