

CHIT CHAT

RULES



10–99



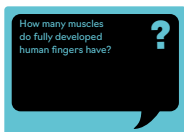
2–8



15'

A game by Billy Langsworthy, Deej Johnson,
Matt Burtonwood and illustrated by Ajša Zdravković

COMPONENTS AIM



360 Question Cards

Guess the numbers—score the points!
Work together to arrange crazy number-based answers in ascending order...
Without making any mistakes!



25 Reference Cards

SETUP

Shuffle the Question cards, question side up.
Draw 8 cards and stack them to form a pile.
Put the rest of the cards back in the box.

Shuffle the Reference cards and draw one
that you place in the middle of the table as

a reference for the rest of the game. Return the other Reference cards to the box.

GAMEPLAY

Play continues in two phases: *Card Placement* and *Checking and Scoring*.

CARD PLACEMENT

In this phase, play in a clockwise direction, taking turns to be the Active Player. The youngest goes first. Take the top card from the draw pile.

Don't let anyone see the answer! Read out the question. As a group, debate whether the answer is higher or lower than the Reference card... Then place this card, question side up, next to the Reference card to the left if you think the answer is lower and to the right if you think it is higher. Of course, you can place a new question card between two already placed cards.

Remember: You must play cards down in numerical order. Once a card is in place, no one can move it during this phase.



The gameplay continues with the next player. They take a card from the top of the draw pile. Continue picking up, guessing and placing

until all 8 Question cards are in line.

For some questions, an indication in “thousands”, “millions” or “billions” is required. In these cases, please only name the first numbers without zeros. For example: If an answer says “52 million”, place the number as 52—and not 52,000,000.

Note: No two cards have the same answer! Also, if the group can't reach a consensus, the Active Player decides where to put the card.

LAST CHANCE

Unhappy with the line-up? The group may end this phase by moving up to two cards into different positions, without reading the answers first, of course.

CHECKING AND SCORING

Check the answers one card at a time! Begin with the card you think has the smallest number, starting with the one furthest to the left in the line. Everyone may guess the exact answer. This doesn't change anything, but it's fun! Keep the cards in the same order as you turn them over.

Each game starts with 10 points. For every card that shows a lower number than the one to its left, you lose points! Specifically, deduct 1 point for each card to the left that has a higher number than the revealed card.

Example

The fourth card here shows the answer 16. You lose TWO points. Why? Because the answer is lower than the two cards before it (31 and 49).



Track your score

When all the cards have been revealed, count your victory points. Deduct the number of points lost from your original 10 points. Compare your score to the following table:

10	Wow! Impressive. Can you do it again?
9	Congratulations... You're close to perfection.
7–8	A little more effort and you can reach for the stars!
5–6	Pretty average, keep persevering!
1–4	Not great, why not try that again?
0	We said in ascending order!

All facts and figures have been carefully researched and checked, but no guarantee can be given on its sole accuracy. When collecting data, different standards may apply from region to region. Depending on the source, it is therefore possible that some values may differ slightly from our figures.

CHECK OUT OUR OTHER PARTY GAME!



Frantic Antics is a fast-paced game of charades where you act out your own words while simultaneously guessing the other players' words!