

Playing **Talking Cards**



RULES

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Talking Cards is the discussion of illustrated real life scenarios on alert cards and inspirational quotations on the inspirational cards.

The board and dice are not used here.



Playing the Game

1. Each player take turns to draw 3 cards from the pre-shuffled deck.
2. **Players then take turns to discuss their thoughts and feelings about a card at a time per round.** NB: There is no wrong response.
3. Players receive a morale chip after sharing thoughts and feelings about an alert card. Players do not receive any chip after sharing thoughts about an inspirational card.

4. Cards discussed are returned to the bottom of the deck and replaced with the top card on the deck.

NB: Players MUST always have three cards.

5. At the end of the game, players flip their morale chips, choose the most relevant morale chips and then take turns to discuss the chosen chip or chips.



Morale Chips serve as the recovery capital. They are required to complete the game and are gained or lost depending on a player's response to events during the game.

Players **RELAPSE** when they lose all their chips.




NOTE
Red plays a positive alert card and shares his thoughts
Red receives a morale chip after sharing
Cards discussed are returned to the bottom of the deck and replaced with the top card on the deck.




NOTE
Green plays an inspirational card and shares her thoughts.
Green receives no morale chip after sharing.
Cards discussed are returned to the bottom of the deck and replaced with the top card on the deck.