

Rules of the Game



Setting Up

1. Shuffle¹ the cards and hand out seven cards to each player.
2. Begin by placing the pile of cards face-down in the center of the table. This is the pile players draw from throughout the game.
3. Turn over a card and place it face-up next to the pile. This will be the first card in the discard pile.

Playing the Game

1. The youngest player goes first. Players can only take their turn if their seven-card hand includes a Question card from one of the two Question card categories illustrated on the top card in the discard pile (e.g., Identity or Relationships.)
 - If the player has a matching card, they place it, face-up, on the discard pile.

Categories



Future



Identity



Relationships



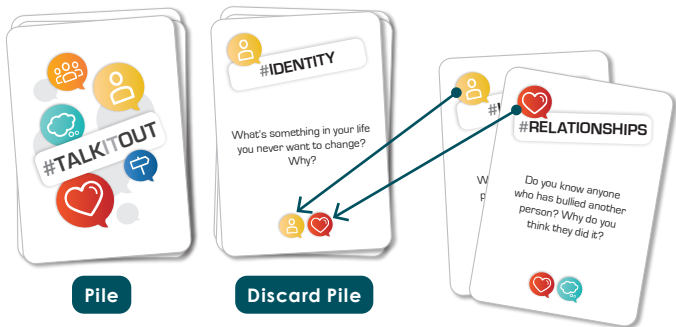
Society



Memories

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1. **#TalkItOut** is designed, like all Placote games, to be played by the whole family. A mix of pre-teens, teens, and adults is ideal! But it's also a great game for teens to play on their own, with no adult present.

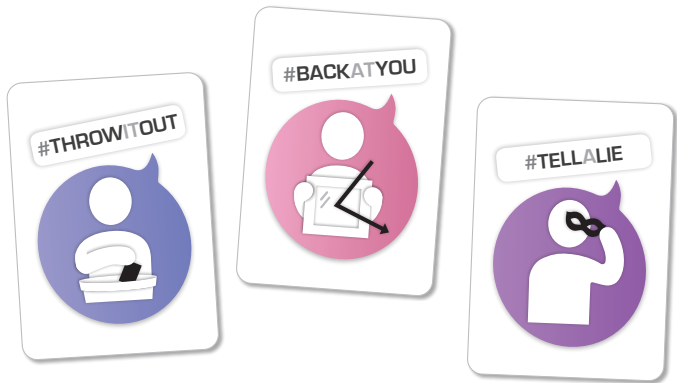
- If they do not have a card in the right category, they draw from the top of the deck. If the card drawn matches one of the two categories on top of the discard pile, the player can play; otherwise, the player keeps the card in their hand, and their turn is over.
2. To play a card in a matching category, the player first reads the question written on the card then answers it. For techniques to help a player who is having difficulty answering, see “Helping players answer questions during gameplay” in the Instructional Guide.
 3. Once the question has been answered, it's the next player's turn (clockwise). The game proceeds like this, with each player following the same steps.
 4. The game ends when a player gets rid of all the cards in their hand. The first player with no cards wins.



Special Cards

There are three trump cards that give players special powers:

- **#ThrowItOut** cards: Players can use a **#ThrowItOut** card to get rid of a Question card they don't want to answer. They simply place the Question card on top of the discard pile then put their **#ThrowItOut** card on top.
- **#BackAtYou** cards: Players can also avoid a question they don't feel like answering by playing a **#BackAtYou** card. The card remains on the top of the pile, and the player who played the **#BackAtYou** card gets to choose any other player, who must answer it. They simply play their **#BackAtYou** card on top of the Question card on the discard pile.



- #TellALie cards: Players can also avoid a Question card with a #TellALie card—but only if they successfully fool their opponents. The player who wishes to play a #TellALie card puts it on the discard pile, on top of the discarded Question card. The player then gives two different answers to the Question card: one true and one false. The other players discuss among themselves to agree on which of the answer is false. If necessary, they can vote to reach a consensus. If the players are wrong about the lie, each one of them has to draw a Question card from the pick-up pile. If, on the other hand, they correctly identify the false answer, the player who told the lie finishes their turn and also picks up a Question card from the pile. The #TellALie card and the Question card remain on the top of the discard pile.

After a special card is played, the next player can place any Question card, from the category of their choice, on top of the discard pile.

