

# Chat Chains

The Game That Connects Us



15 Min

Ages  
8+



2-8  
Players

## How to Play

# Introduction

Thank you for purchasing Chat Chains!  
We hope that you will enjoy playing this  
game and building deeper relationships  
through great conversations.

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



[www.thinkpsych.com/chatchains](http://www.thinkpsych.com/chatchains)

Questions? Feedback? Issues? Email us!

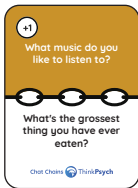


[support@thinkpsych.com](mailto:support@thinkpsych.com)

# 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).



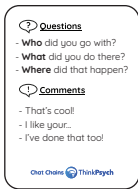
## 10 Activity Cards

Each Activity Card contains a unique and fun opportunity for players to earn some extra points. Shuffle these cards with the Topic Cards to make the game more fun and dynamic!



## 5 Prompt Cards

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



# Set-Up

1. Combine and shuffle all of the **Topic Cards** and **Activity Cards** into a single draw pile.



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

**To have the longest, on-topic conversation.**

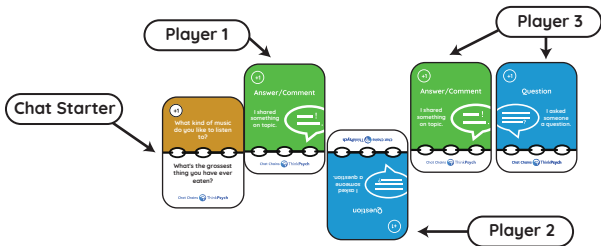
Players work together to get the highest possible **team score**. Players also compete to earn the highest **individual score** each round. Points are earned for building Chat Chains.

## First Round

1. Pick a player to be the **Chat Starter**.
2. The Chat Starter draws a **Topic Card** and places it in the center of the play area.
  - A. If an **Activity Card** is drawn, follow the instructions on the card. Once the activity is finished, place it in a discard pile and draw another Topic Card.
3. The Chat Starter chooses one of the two topics on the Topic Card and asks the player to their left a question.
4. The player answers the question and places a green Answer/Comment card to start building the Chat Chain (see **Player 1** in the example on the next page).



# Gameplay



5. Play continues clockwise, with each player taking a turn to add to the conversation. In the example above, **Player 2** continues the conversation by asking a question and adding a blue Question Card to the Chat Chain.
6. Each time a player says something, they place a Response Card in the Chat Chain. The Response Cards represent each player's contributions to the conversation and earn them points.
7. Players can place up to two Response Cards during their turn. **Player 3** answers the question asked by **Player 2** and asks another player a question.
8. If a player is stuck, they can draw a **Prompt Card** and place that in the Chat Chain instead of a Response Card. The player uses the Prompt Card to help them continue the conversation.

# Gameplay

## End of First Round

Gameplay continues clockwise with all players (including the Chat Starter) taking turns talking until the Chat Chain is broken. The Chat Chain breaks and the round ends when:

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

## 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 **Chat Starter** moves clockwise to the next player.

## Ending the Game

You can choose when you want to stop playing and tally the points. The game can end after:

- 1) A set number of rounds (e.g., 10 rounds);
- 2) A predetermined time limit (e.g., 15 minutes); or
- 3) A target team score is reached (e.g., 200 points)

**Tip:** To make scorekeeping easier in larger groups, players can put Response Cards in front of them rather than building a chain in the center. It's up to you!

# Scoring



At the end of each round, the **team score** is calculated by adding up the Topic Card points with the Response Card points of all players.

The **individual score** is calculated by adding up the points on each player's Response Cards. No points are given for off-topic responses or Prompt Cards. The player with the highest individual score at the end of the game earns the title of **Top Chatter**.

Before you finish playing, we recommend concluding the game with a round of superlatives. Each player casts a vote to decide who was:

- Best Listener
- Most Talkative
- Funniest Storyteller
- Best Question Asker

For extra fun, you can make up your own superlatives to vote on!



# 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 version, split the double-sided Response Cards into two halves and make a pile of each type of Response Card:

- Question (+1 point)
- Open-Ended Question (+2 points)
- Answer/Comment (+1 point)
- Detailed Answer/Comment (+2 points)

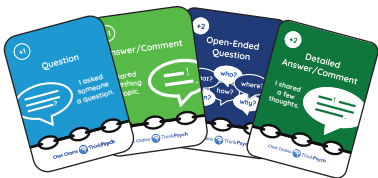
An **Open-Ended Question** is a question in which more than two options are available. It can't be answered with "yes" or "no." A response is considered a **Detailed Answer/Comment** if it includes two or more sentences and some detail (e.g., "My favorite game is Chess. I like to play it with my grandfather.")

# Gameplay Variations

## 2. Play Your Hand Style

To begin, shuffle all of the Response Cards, alternating sides, so that all four types of Response Cards 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 **one Response Card** from their hand as they add to the conversation. First player to get rid of their hand wins the round!



### Additional rules:

- 1) **Unable to add to the conversation?** Skip your turn or turn over a new Topic card. Either way, draw one Response Card.
- 2) **Make an off-topic comment?** Draw one Response Card.
- 3) **Don't have any Answer/Comment cards left?** You must still answer questions other players ask you. Then you can ask and play your Question card.

# Gameplay Variations

## 3. Free for All (Natural Conversation)

When playing with the default rules, each player takes turns in clockwise order. This helps to ensure that each player has an equal chance to participate and prevents one player from dominating the conversation. Alternatively, groups can play the “free for all” variation, in which players add to the conversation 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 variation is a combination of the “Play Your Hand Style” and the “Free for All.” Players can respond in any order to keep the conversation going, rather than having to respond in a clockwise order. They can only use **one Response Card** per turn. The first player to get rid of their hand wins the round. Alternatively, gameplay can continue until each player has used all of their response cards.

# Thanks For Playing!

We made Chat Chains because we are passionate about helping kids and families live their **most emotionally healthy lives**. If you enjoyed playing, please check out our other games at [www.thinkpsych.com](http://www.thinkpsych.com)



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