

Detailed Script for introducing the game

We've created a 4-minute video with instructions on how to play *Hello*. You can use this video at your event to quickly introduce the game and get people playing or use the following script.

Find the video at: commonpractice.com/howtoplay

Note: if you plan to use this video, be sure to test your audio and video equipment beforehand to be sure your guests will be able to see and hear it.

While this game is simple, it's easy to miss a step or forget a rule when you're demonstrating it for other people. We recommend rehearsing the script below a few times and reading from this script when you demonstrate the game.

Words in italics are meant to be read aloud.

[Words in brackets are instructions for the **Host** and **Helper**.]

This script will help you demonstrate one turn of *Hello*. Two people will participate in this demonstration: the **Host** and the **Helper**. The **Host** will read the instructions below, and the **Helper** will help demonstrate the game. Remember to speak loudly and clearly. If you're in a large room, consider using a microphone.

Preparation:

Before demonstrating the game, the **Host** and the **Helper** should each fill out their own answers to Question 32 in their Questions booklets. This will save time during the demonstration. (Two extra Questions booklets have been provided for this purpose. As **Host** and **Helper**, you can use these extra booklets yourselves and join a table to play as well.)

Take the following materials to the front of the room to demonstrate the game:

- 1 coin
- the Scoring Card
- Questions booklets (with Question 32 filled in by the **Host** and the **Helper**)
- two pens - one each for the **Host** and the **Helper** (for demonstrating how the game is played)
- one pack of Thank-you Chips (three for the **Host**, three for the **Helper**)

Script

Welcome

- [Host introduces themselves and the Helper.]
- *Thank you for joining us today!*
- *We're here to play Hello, a game that helps everyone talk about living and dying and what matters most.*
- *There are rules in your Questions booklets and Instruction cards on your tables, but to help you get started quickly, we're going to demonstrate one turn of the game so you can see how it works.*

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Instructions / demonstration

- *Here's how you play this game.*

Scoring card

- *Before we start, we're going to flip a coin and hide it under our Scoring Card so that no one can see whether it is heads or tails.*
- *[Flip coin and place under Scoring Card.]*
- *At the end of the game, we'll reveal if this coin is heads up or tails up.*
- *If it is heads up, the person at your table with the most Thank-you Chips will be the winner.*
- *If it is tails up, the person at your table with the least Thank-you Chips will win.*

Thank-you Chips

- *The first thing to understand about this game is the Thank-you Chips.*
- *These are the blue chips you see on your table.*
- *[Hold up a Thank-you Chip.]*
- *Each player starts with an equal number of chips. If you haven't already, you can take your chips out of the bag now.*
- *Here's how the chips work: Whenever someone says or does something you appreciate, give them a chip.*
- *When you receive a chip, you add it to your own pile of chips.*
- *You can do this at any time. So, for instance, I want to thank [**Helper**] for helping me demonstrate the game.*
- *[**Host** gives **Helper** a chip.]*

Explain the rules

The rules of this game are simple:

1. *The most important rule is to listen.*
2. *You can "pass" if you don't want to share your answer.*
3. *There are no wrong answers.*
4. *You can change your answers at any time.*
5. *You can give a Thank-you Chip at any time.*

Demonstrate 1 turn of play.

Here's how each turn of the game works:

- *You each have the same set of 32 questions in your Questions booklet.*
- *Start with question 1 and go in order.*
- *At the start of each turn, one player reads the question on the current page aloud.*
- *We're going to demonstrate a turn up here first – watch and see how it works.*
- *We'll use the last question in the game to demonstrate because in most games, people don't get nearly that far. Often, people only get through 5 to 10 questions in a game.*
- *[**Host** holds up Question 32 in their Questions booklet]*
- *Here's question 32: What is the last meal you want to eat and who would you like to join you?*
- *After the question is read, all players silently write their answers.*
- *When you are done writing, put your pen down to indicate you are done.*
- *We wrote down our answers in advance to save time.*
- *[**Host** and **Helper** mime writing and putting their pens down to reinforce this step.]*
- *When all pens are down, whoever wants to read their answer aloud first can do so.*
- *I'll go first ... [**Host** reads their answer.]*

- *Then proceed clockwise, with each player either reading their answer or passing.*
- **[Helper reads their answer.]**
- *[It's a good idea to have the **Host** and **Helper** give a Thank-you Chip to each other at some point during this step in order to reinforce how the chips work.]*
- *Once everyone has read their answer, we can discuss our answers if we want to.*
- *Then, when everyone is ready, we turn to the next question and start a new turn.*

Begin play

- *Now we're going have you start your games.*
- *Remember: We're going to be talking about some challenging topics today. We're here to help. Just raise your hand if you need us.*
- *[Tell the players how long they will be playing the game. Remember to leave at least 15 minutes after the game for wrap-up.]*
- *We'll come around and let you know when there are 5 minutes left.*
- *Start by having someone at your table read Question 1 aloud.*
- *Have fun!*

Ending the game

- *[With 5 minutes left, go around and tell players that the game will be ending in 5 minutes.]*
- *[Stopping gameplay can be difficult. Let the room know when time is up, and if players keep talking, remind them that they can return to their conversations after the wrap up.]*
- *[Once you have players' attention...] Thank you all for joining us for the game. We're almost at the end, so we're going to reveal the winner at each table.*
- *Everyone count your chips!*
- *[Wait for players to count their chips.]*
- *Now, I'm going to reveal the coin...*
- *[Uncover the coin and announce whether it is heads or tails.]*
 - [If the coin is heads up] The person at your table with the most Thank-you Chips is the winner.*
 - [If the coin is tails up] The person at your table with the fewest Thank-you Chips is the winner.*
- *Your Questions booklets and your Thank-you Chips are yours to keep. You can take them home and use them to continue your game.*

Question 33 (Optional)

- *Question 33 is a tool that we developed for people to use in reflecting on what they've learned during gameplay and what they would like to do next. If you would like to use Question 33, leave about 10 minutes of extra time for it after gameplay.*
- *Hand out Question 33 cards. (With big groups, you can hand these out when you give players the 5-minute warning.)*
- *We've got one more short activity today to help us think about what we might want to do next.*
- *We'll follow the same rules. I'll read the card and then everyone will write their own answers silently.*
- *When everyone is done, you can share your answers with other players if you like. We'll take 5 minutes for this activity.*
- *[Read Question 33 out loud.]*
- *[Give players 5 minutes to discuss]*
- *[Ask if anyone would be willing to share their answer with the whole group.]*

Optional: Integrating your own materials

If your organization has its own educational materials, you can integrate them into your event at this time.

Optional: Discussion Questions

If you have time, you can ask the group to answer some questions about their experience. Below are some suggested questions. Be sure to remind people that other players may have revealed personal facts about themselves, so ask everyone to respect each other's privacy when discussing the game.

Discussion questions

[Repeat all questions and answers from the audience – many people may not be able to hear the person speaking.]

- *Think back to the first question: What fears do you have about playing this game?*
- [Ask for volunteers to share one of their fears and whether it came true.]
- *What were you expecting this event to be like? What was it actually like?*
- *Who else would you want to play this game with?*