



A Bit of Banter™

Classic

GOAL

To collect the most gemstones and become "Best Banterer".

① Players decide who will be the first to roll the die. (For example, the host/hostess could have the honor of starting the game.) That person becomes moderator for that first round and rolls the color die. S/he then draws a card from the pack that corresponds with the color on the die, picks one of the three questions on the card and reads it out loud.

● GREEN Icebreaker

This is the warm up. Get everyone involved in the game with a few general, easy questions.

● YELLOW It's All About Me

This is your chance to highlight the unique aspects of your personality, from your greatest strength to your worst pet peeve, and everything in between.

● BLUE Soul Searching

Why not dig deeper? Share your philosophy of life, and what's really important to you.

● PURPLE Secret's Out

Lots of fun to be had with this category! You might have to reveal a few secrets or share some deep thoughts...

● RED Moderator's Choice

You get to choose the category.

② Each player, including the moderator, must answer the selected question one after the other. Moderators can (and should!) ask players to elaborate on their answers. Players can skip a turn, but doing so, they miss a chance to win a gemstone to the player whose answer s/he preferred (for whatever reason – it's completely subjective!). The next person to the left becomes moderator for the next round and rolls the color die. And so on...

③ The game ends when all gemstones have been distributed or when players simply agree to stop playing.

The person with the most gemstones at the end of the game wins, and is named "Best Banterer"

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