



A Bit of Banter™ Junior

GOAL

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

① The youngest Player starts the game by rolling the color die. S/he then takes a card from the pack that corresponds to the color on the die, picks one of the three questions on the card and reads it aloud.

● GREEN Bits and Pieces

These are general "warm-up" questions that help everyone get involved in the game.

● BLUE This and That

These questions are all about the unique aspects of your personality, your likes and dislikes, and everything in between.

● YELLOW Now Hear This!

Use your imagination to answer these questions about your hopes, dreams and thoughts on a range of subjects

● PURPLE In My Bubble

Some of these questions are about things you don't often talk about... and others are about things that are good for a laugh!

● RED Player's Choice

You get to choose the category!

② Once everyone (including the first player) has answered, the first player chooses a gemstone and awards it to the person whose answer he/she like best* (for whatever reason – that's the fun part!). Players can (and should!) ask each other to elaborate on the answers, especially if the answers are too short! Players can skip a turn but by doing so they miss a chance to win a gemstone.

Next, the player to the left on the first player starts the second round by rolling the color die. And so on...

***Important:** Another way to award the gemstones is to have all players roll the number die at the end of each round. Whoever rolls the highest number picks a gemstone and starts the next round.

If you play with a grown-up simply add "when you were my age" at the beginning of the question. You'll have fun discovering what your mom and dad (for example) were like at your age...

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

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

Manufactured and distributed by:

Family Games America FGA Inc. Montreal, Quebec, Canada www.familygamesamerica.com

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