



CHARMS

A Game of Insight



12+



3-8



30-90m



CREATIVE TEAM: LISA BLECKER, C. AARON KREADER, & JULIE BURNS WALKER • GAME TESTERS: LAYLI PHILLIPS, JOHNNY CORNYN • @ STUDIO 9 GAMES 2017

OVERVIEW

THE GAME IS PLAYED OVER SEVERAL TURNS. IN EACH TURN, ONE PLAYER WILL ASK A QUESTION AND ROLL THE CHARMS ONTO THE BOARD. THE OTHER PLAYERS ATTEMPT TO INTERPRET THE ROLL OF THE CHARMS AND WRITE A WISE ANSWER FOR THE PLAYER WHO ASKED THE QUESTION.

GAME OBJECTIVE

THE PLAYER WITH THE MOST WINNING ANSWERS AT THE END OF A FULL ROUND WINS THE GAME.

COMPONENTS

- 50 CHARMS CARDS (200 QUESTIONS)
- 25 CHARMS (DICE, WOODEN SHAPES, AND GEMS)
- 8 QUICK REFERENCE KEY CARDS
- 8 PENCILS
- 1 GAME BOARD
- 1 RULES SHEET
- 1 PAD OF PAPER
- 1 CHARMS BAG
- 1 SAND TIMER

SETUP

1. PLACE GAME BOARD IMAGE SIDE UP.
2. PUT ALL CHARMS (SEE COMPONENTS) IN CHARMS BAG.
3. GIVE EACH PLAYER A QUICK REFERENCE KEY, PENCIL, AND FRESH SHEET OF PAPER.

4. SHUFFLE CARDS AND PLACE THE DECK NEXT TO BOARD, FACE DOWN.
5. SHAKE DOWN TIMER'S SAND AND PLACE IT BESIDE BOARD.

GAME PLAY & RULES

1. DECIDE WHO WILL TAKE THE FIRST TURN AS THE **QUESTER**.
2. THE QUESTER DRAWS 1 CHARMS CARD FROM THE TOP OF THE DECK, SELECTS 1 STATEMENT OR QUESTION (THIS IS CALLED A **QUEST**) FROM THE CARD, AND READS IT OUT LOUD TO THE GROUP. THE QUESTER MUST FINISH ANY FILL-IN-THE-BLANK _____ PORTION(S) OF A QUESTION CHOSEN. HOWEVER, FILL-IN-THE-ELLIPSIS . . . INDICATES STATEMENTS (NON-QUESTIONS) THAT SHOULD REMAIN UNFILLED BY THE QUESTER AND WILL BE DETERMINED BY THE INSIGHTS OF OTHER PLAYERS' ANSWERS. ANY QUEST MUST MAKE SENSE TO ALL PLAYERS. THE QUESTER MUST REFORM THE QUESTION UNTIL EVERYONE UNDERSTANDS IT.

OPTION: INSTEAD OF CHOOSING A CARD QUEST, QUESTER MAY PRESENT HIS OR HER OWN QUEST TO THE GROUP.

3. THE QUESTER RANDOMLY SELECTS 9 (5 FOR EASIER PLAY) CHARMS FROM THE BAG, SHAKES THEM UP, AND CASTS THEM ONTO THE BOARD.
4. THE QUESTER REMOVES ANY CHARMS FROM THE PLAYING AREA THAT GO OUT OF BOUNDS—OFF THE BOARD OR ON A DIVIDING

LINE THAT SEPARATES ANY SECTION OF THE BOARD (I.E., A LINE THAT SEPARATES "COMMUNITY" FROM "THE WORLD," OR A LINE THAT SEPARATES THE ELEMENTS OF "FIRE" AND "AIR"). IF ALL CHARMS GO OUT OF BOUNDS, RE-CAST THESE SAME 9 CHARMS UNTIL AT LEAST 2 CHARMS ARE IN PLAY.

5. ALL PLAYERS CAN REVIEW AND DISCUSS RELEVANT BOARD LOCATIONS AND THE CHARM DEFINITIONS ON FRONT AND BACK SIDE OF THE QUICK REFERENCE KEY.

WHEN READING THE TRIANGULAR DICE, USE THE ICON ON THE TOP OF THE DIE.

6. EACH PLAYER, BESIDES THE QUESTER, WRITES THEIR NAME AND THE QUESTER'S QUEST AT THE TOP OF A PIECE OF PAPER. (USE A NEW SHEET OF PAPER FOR EACH ROUND.)
7. QUESTER STARTS AND MANAGES THE (2-MINUTE) TIMER.

ALL OTHER PLAYERS START WRITING AN ANSWER BASED ON THE MEANING OF THE CHARMS, WHERE THEY LANDED ON THE BOARD, AND WHAT THIS COULD MEAN FOR THE QUESTER REGARDING HIS OR HER QUEST. ALL ANSWERS ARE KEPT A SECRET AND MUST BE LEGIBLY WRITTEN. PLAYERS CAN'T CONSULT ANYONE, BUT CAN USE THE QUICK REFERENCE KEY. WITH ONLY THESE MINIMAL RULES AND ONE'S OWN POWER OF PERCEPTION TO GAIN INSIGHTS, PLAYERS WRITE THEIR OWN ANSWER HOWEVER THEY SEE FIT. (SEE **GAMEPLAY EXAMPLE** FOR A SAMPLE ANSWER.)

8. WHEN TIME RUNS OUT, QUESTER SAYS, "TIME'S UP," AND ALL PLAYERS MUST NOW STOP WRITING.
9. THE PLAYER SITTING TO THE LEFT OF THE QUESTER IS THE READER. THE READER COLLECTS EACH PLAYER'S PAPER AND MIXES THEM UP.

WHILE KEEPING THE AUTHORS ANONYMOUS, THE READER READS EACH ANSWER OUT LOUD ALONG WITH A NUMBER THAT INDICATES THE ANSWER AND THE ORDER IN WHICH IT IS READ, I.E., "ANSWER NUMBER 1 IS..."
10. QUESTER SELECTS ONE OF THE ANSWERS AS HIS OR HER FAVORITE. THE AUTHOR OF THIS WINNING ANSWER IS REVEALED. THE QUESTER NOW GIVES THE WINNING AUTHOR THE CARD HE OR SHE DREW AT THE START OF THIS TURN. THE WINNER KEEPS THIS CARD FOR THE REST OF THE GAME AS AN INDICATION OF THEIR SCORE.

QUESTER CAN KEEP ALL ANSWERS.

TIE OPTION: IF THE QUESTER DECIDES THERE IS A TIE, GIVE ONE PLAYER THE CARD AND GIVE THE OTHER PLAYER(S) WHO TIE(S) A CARD FROM THE DECK TO INDICATE THEIR WINNING ANSWER AND THEIR SCORE.

11. WHEN QUESTER'S TURN IS COMPLETE, THE NEXT PLAYER IN CLOCKWISE ORDER BECOMES THE QUESTER. CONTINUE PLAY BY REPEATING RULES 2-11 FOR EACH TURN.

WINNING THE GAME: AFTER EACH PLAYER TAKES A TURN, THE PLAYER WITH THE MOST CARDS WINS THE GAME. TO BREAK A TIE, KEEP PLAYING UNTIL 1 PERSON WINS THE MOST CARDS.

ALTERNATE GAME RULES

YOU CHOOSE: QUESTER CAN THOUGHTFULLY (RATHER THAN RANDOMLY) SELECT 9 CHARMS PRIOR TO CASTING THEM.

QUESTER'S CHOICE: QUESTER SAYS CRITERIA OF WINNING ANSWER PRIOR TO CASTING CHARMS, I.E., SEEKING THE MOST HILARIOUS, THOUGHTFUL, OR NONSENSICAL ANSWER.

COOPERATIVE PLAY VARIATIONS (SOLO OR LARGER GROUPS)

CHARMS QUICK PICK: THIS VARIATION CAN BE PLAYED WITH 1 OR MORE PLAYERS. PUT ALL CHARMS THAT HAVE POSITIVE MEANINGS (EXCLUDING THOSE WITH NEUTRAL MEANINGS OR CHALLENGES) IN CHARMS BAG. RANDOMLY SELECT ONE TO INSPIRE THE GROUP THROUGHOUT THE WEEK. ALLOW ANYONE IN THE GROUP TO SHARE INSIGHTS ABOUT WHAT THAT CHARM COULD MEAN FOR THEM.

CONVERSATION CHARMS: THIS VARIATION CAN BE PLAYED WITH 2 OR MORE PLAYERS. A QUEST MAY BE SELECTED FROM THE DECK, CREATED BY THE QUESTER, OR AGREED UPON BY THE WHOLE GROUP. IN THIS VARIATION, DON'T WORRY ABOUT THE TIMER OR THE SCORE. GIVE ANYONE WHO WISHES A CHANCE TO BE THE QUESTER. EACH TIME A QUESTER'S QUEST IS SHARED AND HIS OR HER CHARMS ARE CAST, THE QUESTER AND PLAYERS WORK TOGETHER TO DISCOVER INSIGHTS FOR THE QUESTER OR FOR THE ENTIRE GROUP.

GAMEPLAY EXAMPLE:

THE QUESTER, JAMIE, DRAWS A CHARMS CARD, SELECTS A QUEST FROM IT, AND ASKS: "WHAT WILL INCREASE MY HAPPINESS?" JAMIE RANDOMLY SELECTS 9 CHARMS, CASTS THEM ONTO THE BOARD, AND REMOVES CHARMS THAT GO OUT OF BOUNDS (SEE RULE 4). THE BOARD NOW HAS THE HEART ON "ME," THE GREEN DIE (6 SIDE UP) AND THE

TRAVEL DIE (CAR SIDE UP) ON "COMMUNITY," AND THE YELLOW GEM ON "FIRE." EVERYONE ELSE REVIEWS THE RELEVANT BOARD MEANINGS AND THE MEANINGS OF THE CHARMS IN PLAY USING THE QUICK REFERENCE KEY. THEN EACH PLAYER (EXCLUDING JAMIE) ADDS THEIR NAME AND THE QUEST TO THEIR OWN PAPER. JAMIE SETS THE TIMER, AND ALL OTHER PLAYERS INDIVIDUALLY INTERPRET THE CHARMS IN PLAY, WHERE THEY LANDED ON THE BOARD, AND WHAT THEY MAY MEAN FOR JAMIE REGARDING THIS QUEST. ONE PLAYER, KEEYAN, WRITES AN ANSWER AS FOLLOWS:

"YOU'LL FEEL HAPPIER (LOVE + ME) IF YOU TAKE GOOD CARE OF YOURSELF. (GO + DRIVE + COMMUNITY) GO ON A LOT OF ROAD TRIPS NEAR YOU. (JOY + FIRE) THIS WILL GIVE YOU MORE JOY AND ENERGY."

KEEYAN FINISHES JUST AS THE SAND IN TIMER RUNS OUT. AFTER THE READER READS EACH ANSWER, KEEPING AUTHORS ANONYMOUS, JAMIE SELECTS HER FAVORITE—KEEYAN'S ANSWER. KEEYAN KEEPS JAMIE'S CORRESPONDING CHARMS CARD. JAMIE KEEPS ALL ANSWERS FOR THIS QUEST. INSIGHTFUL ANSWERS CAN PROVIDE CLUES FOR HOW JAMIE COULD ACTUALLY HANDLE OR RESOLVE HER DILEMMA DURING EVERYDAY LIFE.

HEARTFELT THANKS: DIANNE SEPPELFRICK, PHYLLIS EDGERLY RING, AMELIA PAWLAK, CYNTHIA CATCHES, NANCY ANDERSON, ROBYN ALLIAH, D. PARNELL, LADJAMAYA GREEN, ALLISON ASHLEY, SHANE, TORI "ZHEPHA" PIERPONT, TONI SIMS, KATHY GRAMMER, RAD SCHREIBER, KIT BIGELOW, KEVIN BRISPORT, BILL & CINDY GROETZINGER, JOSEPH FOROUGH, RONALD TOMANO, EMILY MORRISON, CYNTHIA BARNES SLATER, MIKE GRAY, ANNIE RENEAU, HELEN BUTLER, CHARITY HOFERT, SAFFRON & NELSON, TIFFANY WALTERS, SHIRLEY M. BORENSTEIN, CANDACE & RICHARD HILL, KEN & AMETHEL PAREL-SEWELL, SUSAN BEAUTIFUL BALD EAGLE, DEBBIE TIBBEY, GAVIN BADI WELCH, NANCY F. GERRY, LADY JAN FAULKNER, JOYCE LITOFF, JENNIFER LINDNER-GREEN, JANISE, MEHRY KHODARAHMI, REBECCA ROWLEY, ONE LIFE HEALING, CHICAGO KIDS MEDIA LLC