

# THE Ungame®

## THE UNGAME® EXPLORES THE RANGE OF HUMAN EXPERIENCE.

Non-competitive/everybody wins • Entertaining and educational • The game with a thousand answers to every question • Questions you always wanted to ask • Questions you hope someone will ask you • From lighthearted fun to tender moments • A great "ice-breaker" with new acquaintances • A time of surprising discovery with old friends

The Ungame® is appropriate for: Families • Friends • Classes • Counselors  
Religious Groups • Committees • Youth • Singles • Seniors • Social Gatherings

## RULES & REASONS

1. Determine the length of playing time. For optimum results, 45 minutes to 1 hour is suggested. Extra time may be desired at the conclusion of the game for talking about the experience.
2. Players agree to **remain silent** except during their turn. This encourages *listening* and *understanding* and discourages probing and challenging.
3. Players should have pencils and paper to jot down personal thoughts and/or questions to ask the other players. (see #7 and 8 below.)
4. Select the deck of cards to be used:  
*Deck #1* cards contain **lighthearted** topics. (These cards can be used as an "ice-breaker" or a fun way to get acquainted with the other players.)  
*Deck #2* cards contain more **serious** topics. (These cards are better suited to a group of players who have already played the game using the cards in Deck #1.)  
Note: Blank cards are included so players can write questions of their own design, for insertion into Deck #1 or Deck #2.



5. Each player selects a playing piece and places it on the Start space.

START

6. After determining who will go first, the player rolls the die, and moves his or her marker in the direction the spaces indicate. The player to the left takes the next turn.



7. A player landing on an **UNGAME®** space, should draw a card from the deck, read it aloud, and answer in 2 or 3 sentences.

**ungame**

Remember, no other player can comment at this time! Thoughts and ideas can be jotted down on scratch paper and shared when landing on a **QUESTION•COMMENT** space.

8. When landing on a **QUESTION•COMMENT** space, a player may:

- A. Ask another player a question regarding something noted on scratch paper, something previously shared, or anything that comes to mind. For example:

*"What do you like to do in your spare time?"*

*"Why did you answer that question the way you did?"*

*"How do you feel about \_\_\_\_\_?"*

**Comment**

The question may be answered at this time.

- B. Make a comment on **any** subject. The player has the opportunity to say whatever comes to mind **or** refer to what has been noted on the scratch paper. For example:

*"This is how I feel regarding \_\_\_\_\_."*

*"I think I understand how you feel."*

*"How I would answer that last question is \_\_\_\_\_."*

*"I really appreciate you!"*

The other players listen without responding.

9. When landing on an **"IF YOU...."** space, the player should read the statement aloud and respond by moving to the corresponding area if it applies, **or** staying on the space if it does not apply. The player should share reason(s) for moving or not moving. On the next move, the player must move his or her marker to the closest **RE-ENTER** space.

**IF you feel  
"Stressed Out", go to  
Sinking Ship**

**RE-ENTER**

*Enjoy Yourself!*

*See how much you can learn about the other players!*

## ORDER ADDITIONAL UNGAME® EXPERIENCES . . . POCKET-SIZED (UNGAME® cards packaged in a small gift box)

<b>All Ages Version</b> #1300	Deals with a variety of subjects for young and old. (Different than the boardgame.) Sample questions: 1. Which of your senses do you value most? 2. Tell about the most significant person in your life. What would you like to receive on your next birthday?
<b>Couples Version</b> #1315	Submitted by marriage counselors, psychologists and couples. Sample questions: 1. Describe your marriage in one word. 2. How do you show that you love your spouse? 3. Give 3 reasons why you believe in marriage.
<b>Families Version</b> #1320	Designed to improve communication among family members. Sample questions: 1. Name something you enjoy doing with your family. 2. What family holiday experience has left pleasant memories? 3. What is something you really need from your family?
<b>Teens Version</b> #1335	Composed by young people from throughout the U.S. Sample questions: 1. What would you do if your best friend started using dangerous drugs? 2. If you could be someone else tomorrow when you wake up, whom would you like to be?
<b>Kids Version</b> #1340	Stimulates creative conversation among children. Sample questions: 1. Annie has a talent for dancing. What is one of your talents? 2. Mark and Matt are good friends. How would you describe a good friend?
<b>Christian Version</b> #1345	Taken from the scriptures. Appropriate for any Christian gathering. Sample questions: 1. Tell about a time when God answered one of your prayers. 2. From whom did you get your earliest ideas about God?

If not available at your local store, send your name, address, and \$8.95 (add \$5.00 for postage and handling) for each Pocket Ungame® ordered. (Michigan residents add sales tax.) Be sure to include the stock number of each item ordered. Credit card (VISA/MasterCard/AMEX) orders may be placed by phone or fax. To place an order, call (800) 433-4263; to fax an order, (269) 685-6789. Talicor, Inc., 901 Lincoln Parkway, Plainwell, MI 49080

## REASONS TO PLAY THE UNGAME®

1. Improves listening skills as attention is focused on each player.
2. Enables people to spend quality time with each other.
3. Helps people connect as they discover things in common.
4. Promotes fairness so that even the shy have a chance to speak.
5. Gives permission to express feelings, ideas and beliefs.
6. Creates a safe place for honesty because players refrain from criticizing or commenting.
7. Encourages self discovery as players ponder on a variety of topics.
8. Offers an opportunity for self expression since all questions pertain to you.
9. Enhances self esteem as players experience respect and acceptance.
10. Fosters understanding as players listen to another's point of view.
11. Introduces more than 140 topics unlikely to come up in ordinary conversation.
12. Discourages criticism, sarcasm, and judgements that often thwart good communication.
13. Eliminates competition so everyone feels like a winner.
14. Creates a loving, caring environment.
15. Stimulates creativity and imagination.
16. Provides hours of entertainment and meaningful moments.
17. It's entertaining and enlightening.
18. It's informative and surprising.
19. It's bonding and healing.

## CREATIVE WAYS TO USE THE UNGAME®

1. Put the Ungame cards in a basket or bowl on the coffee table and invite visitors to pick a card.
2. Keep Ungame cards in a fishbowl on the kitchen counter where family members can draw a card each time they meet.
3. Place an Ungame card under the plates on the table at mealtime.
4. Slip an Ungame card under placemats at a family gathering or party and invite people to take turns sharing after the meal.
5. Scatter cards on a card table and cover with a clear plastic tablecloth.
6. Put a deck of Ungame cards in a cup and pass it around at your committee meeting saying, "the only one who can speak is the one holding the cup."
7. Play the Ungame trying to answer for another player to see how well you know them.
8. Play the Ungame as though you are a group of 9 year olds (or teens, or 90 year olds).
9. Use one question card a day as a journal topic, writing on that subject.
10. Enclose an Ungame card in a letter to a friend and invite him/her to share their answer in the next letter.
11. When you draw a card, before reading it aloud, give your answer and see if the other players can guess the question.
12. Take notes while playing so you'll have ideas on the question/comment turns.
13. Use question/comment turns to compliment, encourage, or affirm another player.
14. Give 2 answers to each question; your 6 year old's answer and your current answer.
15. Play the Ungame answering the way your mother or father would.
16. Leave the board game on a coffee table all the time, letting family members know they can suggest playing every time there's something that needs to be shared.
17. Choose an Ungame question, suggest everyone think about it all day and share at bedtime.
18. Create greeting cards for friends by gluing appropriate Ungame question cards on the cover and writing your answers on the inside.
19. As people arrive at a social gathering tape an Ungame card on their back. Challenge them to guess the question by hearing friends give their answers.
20. Let everyone in the group give his/her answer to the same question, not to discuss, but rather to marvel at the uniqueness of each person's response.
21. Bring family members closer by getting out the Ungame during holiday gatherings.
22. At birthday parties, let the birthday boy/girl be in the limelight as they answer 3 or 4 questions with everyone listening.
23. Introduce the Ungame to a group of singles and watch the conversations go from chit chat to important issues.
24. Start your next committee meeting with a round of Ungame questions and notice how the business portion goes more smoothly.
25. Use church related groups (youth, singles, couples, intergenerational, seniors) to invite people to share their faith, beliefs and needs in an atmosphere of love.
26. Video tape a group playing the Ungame and view it a year later.
27. Take a deck of Ungame cards with you when you visit someone who is in the hospital, convalescent home or jail.
28. Video tape an Ungame session with an elderly person and give it to their grandchildren.
29. Video tape a family playing the Ungame and send it to someone who lives far away.
30. Take a pocket version of the Ungame in the car (or bus or plane) to play while traveling or while driving the kids to school. (Choose a designated card reader for the drivers and pilots.)
31. Invite the quietest or youngest member of the family or group to create original questions to write on the blank cards that come in every Ungame.
32. Using the blank cards, customize your Ungame by composing questions that apply to your group or organization (Girl Scouts, Rotary Club, Insurance Company, etc.)

