Come again!!™

The Game of Communication
for students of rehabilitation professions
is a multi-dimensional educational game created to help students of rehabilitation professions become more aware of various aspects of communication. The game challenges students to communicate through words, body language, vocal intonation, and drawing. In order to maximize the benefit of the game, players should begin by reading the article, "Come again!?!: A communication guide for students of rehabilitation professions," and/or looking at the research cited in the references.

The game contains a 1-minute sand timer, 130 verbal cards, 130 nonverbal cards, a nonverbal word list, a game board, and 4 playing pieces and a squeaker. In addition to the equipment contained in the game, you will need a textbook, pen and paper to play. It can also be helpful to have a dictionary on hand.

Although there are rules, and it's educational and based on research, it's meant to be fun, so be creative!
When a team is on a square at the beginning of their turn, their player draws a card from the Nonverbal deck. He/she must read from a textbook of his/her choice, using a tone of voice which projects the emotion written on the card. The player may not add words to the text, and may not use body language.
GAME PLAY
At the beginning of each turn the chosen player draws a card from the top of the pile with the same symbol as the square on which his/her team’s game piece sits.

and indicate verbal task cards.

and indicate nonverbal task cards.

indicates a wild card, and means that the player may choose from either the verbal or nonverbal cards, and decide which type of activity to do.

Only the player and the opposing team may look at the card. Once this is done, he/she will have 1 minute to get his/her team to guess the word or phrase on the card by using the specific activity called for by the symbol on the board. Details follow in TASK RULES.

Points coincide with level of difficulty and are printed on the cards. Squares marked with the number 2 award double points when the task is completed successfully.

Teams advance along the board according to the number of points on the card only when they successfully complete a task.
The object of the game is to be the first team to reach the final square and successfully complete the final task. The final task is also a wild card, but this time the opposing teams are allowed to choose the type of task and activity, and the team performing is allowed to put up their best player. The task must be successfully completed in order to win.

**TASK RULES**

For all tasks, the opposing team will judge that all rules are observed, and will monitor the sand timer. If a player breaks a rule the opposing team squeezes the squeaker, and the turn ends immediately with no points awarded.

If the player's team fails to guess what the player is trying to communicate before time runs out, no points are awarded, and they cannot advance along the board.

To assist with nonverbal tasks there is a list of possibilities included. Teammates are allowed to consult the list to help them guess what the player is trying to communicate. Dictionaries are allowed.
When a team is on a square at the beginning of their turn, their player draws a card from VERBAL deck. He/she must describe the term on the card without using the term or any of the “taboo” words listed beneath it (forms of the words and non-English equivalents are also forbidden).

When a team is on a square at the beginning of their turn, their player draws a card from VERBAL deck. He/she must make a drawing to represent the term on the card. The player is not allowed to speak, or use words or letters in the drawing.

When a team is on a square at the beginning of their turn, their player draws a card from NONVERBAL deck. He/she must use body language to project the emotion written on the card. Facial expressions, posture and any manner of movement (hand gestures, facial expressions, walking, breathing, etc.) may be used, but no words (including mouthing or signing of words), or vocal sounds. No objects may be used.
BEFORE THE GAME

Players should divide themselves into teams, and choose a piece to represent them on the game board. Each team must have at least 2 people, but may be as large as you wish. You must have at least 2 teams to play.

Teams should decide their lineup before play begins (i.e. who goes first, second, etc.) and stick to the same order. A player cannot have another turn until all other players on his/her team have had a turn.

Place the game pieces in the start position. Shuffle the decks of verbal and nonverbal cards and place them on the board.

The team of the youngest player goes first. Play begins when the first player from the first team draws a task card of choice.