

Instruction Booklet

GOAL

To be the first player to reach 20 points and correctly answer a question in the central section of the board.

LANGUAGE LEVELS

MASTERTALKER® can be played by Elementary, Lower Intermediate or Upper Intermediate language learners. Each level is further divided into three, which correspond to the points on the board: 1, 2 and 3.

	3
Upper Intermediate	2
	1
	3
Lower Intermediate	2
	1
	3
Elementary	2
	1

BOARD

The board has three sections: the outside track, the inside track and the central section. The board has red, yellow, green, blue and white 'squares'.

Red = Grammar

Yellow = Vocabulary

Green = Speaking

Blue = Reading

White = Free Points

The 'squares' have different points on them; 1, 2 and 3, which correspond to the level of difficulty of the questions. (One point for an easier question, three points for a more difficult question.)

QUESTION CARDS AND ANSWERS

There are 225 question cards (75 each for Elementary, Lower Intermediate and Upper Intermediate levels), each with four questions (a red, yellow, green and blue question) - 900 questions in total.

On the back of the question cards are answers for red, yellow and blue questions.

For many answers, there is an 'E.g.' in front of them. These answers are only examples and players do not necessarily need to use them.

Other players and/or a teacher should always decide if an answer is correct or not.

SCORING TOKENS

When a player answers a question correctly, they collect the number of tokens that correspond to the 'square' they landed on. For example, if a player lands on a red, 3-point 'square' and answers the question correctly, they collect three red tokens.

RED • YELLOW • GREEN • BLUE • WHITE

RED (GRAMMAR)

Red equals grammar. For grammar questions players make a sentence or question using the words on the card. Where there are spaces (_____), players must think of their own words. Answers must be grammatically correct.

Players do not need to say the answers on the back of the question cards.

For example, an elementary, 2-point question is:

'There is _____'.

The answer can be:

'There is a supermarket near my house' or
'There is a lot of water'.

The answer can not be:

'There is a two chairs'.

YELLOW (VOCABULARY)

Yellow equals vocabulary. Players must answer questions with correct vocabulary. Answers do not need to be in complete sentences or have correct grammar.

Again, when an answer on the card has 'E.g.', they are only examples and players do not need to use these answers.

GREEN (SPEAKING)

Green equals speaking. Players must speak on the topic of the card for the amount of time written on the card. During this time, players should not 'stop talking'.

When does a player 'stop talking'? There are two choices.

- 1) When other players and/or a teacher feels the silence is 'beyond reasonable'.
- 2) When the silence is longer than three seconds.

Players and/or a teacher should decide at the start of the game to use choice 1 or choice 2.

The player, another player or a teacher uses the stop-watch to time the player speaking.

BLUE (READING)

Blue equals reading. Players must read the story and answer the question. There is no limit to the number of times a player can read the story.

WHITE (FREE POINTS)

White equals 'FREE POINTS'. When a player lands on a white 'square', they automatically receive the points (and scoring tokens), and do not have to answer any questions.

DOUBLE POINTS • YOU CHOOSE

DOUBLE POINTS

'DOUBLE POINTS' 'squares' are located in the corners of the board. When a player lands on a 'square' with 'DOUBLE POINTS', they try to answer a 2-point question, but receive 4 points (4 tokens) if they answer it correctly.

YOU CHOOSE (STARS)

When a player lands on a 'YOU CHOOSE' 'square', they choose how many points they can try to get – 1, 2 or 3. For example, If they choose 1, that player must answer a 1-point question of the square they landed on – red, yellow, green or blue.

HOW TO PLAY

1. Decide which language level will be played: Elementary, Lower Intermediate or Upper Intermediate.
2. Players choose a playing piece each and put it on a corner of the board (one of the 'DOUBLE POINTS' squares).
3. Players roll the two die. The player with the highest number on the die plays first.
4. That player rolls the die again and moves their playing piece in a clockwise direction around the 'outside track' of the board, the number of 'squares' shown on the die.
5. If the player lands on a red, yellow, green or blue 'square', he or she picks up the question card pack corresponding to the number on the 'square' (1, 2 or 3). The player then reads the corresponding question (red, yellow, green or blue) aloud and tries to answer it. (There is no limit to the number of times a player can read a question). If the player answers the question correctly, the player collects the number of scoring tokens for the 'square' they landed on - 1, 2 or 3. If the player does not answer correctly, they do not get any points (tokens).
6. If a player lands on a white 'square', they automatically collect the corresponding number of (white) tokens that is shown on their 'square', and do not have to answer a question.
7. If a player lands on a 'DOUBLE POINTS' 'square', they try to answer a 2-point question (as indicated on the board), but receive double the number of tokens (4 tokens) if they answer the question correctly.
8. Play continues from player to player in a clockwise direction.
9. When a player has 10 points, on their next turn they can then move into the 'inside track' of the board and continue to answer questions as usual, moving in a clockwise direction around the inside track. (Players can not 'jump' into the inside track. They must move along the 'outside track' and enter the 'inside track' via a white 'FREE POINTS' 'square'.)
10. When a player lands on a 'YOU CHOOSE' 'square', that player chooses how many points he or she can try to get (1, 2 or 3). Questions are then read as usual.
11. When a player has 20 points, they can then move into the 'central section' of the board and answer a red, yellow, green or blue 3-point question. The first player to answer this question correctly is the winner. If a player does not answer the question correctly, they must continue to move around the 'central section' in a clockwise direction on their next turn and try again. (Players can not 'jump' into the 'central section'. They must move along the 'inside track' and enter the 'central section' via the 2-point 'square'.)

For more information, visit www.mastertalker.com, or email us at contact@mastertalker.com.