

JabberJot™

The Laugh-Out-Loud Storymaking Game!



JabberJot is the hilarious storymaking game where you create all kinds of wild tales. Race against the timer to jot out a story based on three pictures, three words, and a theme that change with each round. The stories don't have to make sense - the wackier the better!

When time is up, you'll win a point if you crammed all the elements into your story and you'll win another point if the Jabber likes your story the best. You'll fall on the floor laughing when you hear the outrageous stories your friends and family create. Score the most points and you win the game!



What's Inside?

- 75 Hipster Cards - 150 pictures of people from all walks of life
- 75 Globetrotter Cards - 150 pictures of places from around the world
- 75 Thingamajig Cards - 150 pictures of all kinds of things
- 75 Theme Cards - 150 different themes
- 140 Word Tiles - featuring 280 words
- Timer - 90 seconds to jot out your best story
- Card Box - holds the picture cards



Starting the Game

1. **REMOVE GAME PIECES** Remove the card box and bag of tiles and place them on the table. The first time you play, you'll need to punch out the word tiles and place them in the bag. The background color of the cards correspond to the category color and should be placed in front of the dividers inside the card holder.

2. **CHOOSE THE FIRST JABBER** who will pick their favorite story for the first round as well as all the story elements. Everyone will get a chance to be the Jabber.

Playing the Game

- 1. JABBER CHOOSES STORY ELEMENTS** The Jabber picks one Theme Card, three Picture Cards from any of the categories (Hipster, Globetrotter, or Thingamajig), then three Word Tiles at random from the bag. Jabber picks which side of each double-sided element they would like to be included in the story and places them face up on the table for all the players to see.
- 2. JABBER STARTS TIMER** after everyone has had a chance to review the theme, pictures, words. All players, including the Jabber, have 90 seconds to jot out a story about anything within the three pictures that includes the three words and incorporates the theme. Story length is up to each player. Either write your stories on paper or type them into your phone.
- 3. READ STORIES** When time is up, players text or give their stories to the player who is to the RIGHT of the Jabber who will be the Reader. The Reader makes sure the stories can be read clearly, then reads each one aloud, concealing each player's identity from the Jabber. The other players can fall on the floor laughing but must not give away which story is theirs.
- 4. JABBER CHOOSES THEIR FAVORITE STORY** and can jabber about why. The player who wrote the winning story is awarded the Theme Card from this round which is worth one point. The Jabber cannot choose their own story. Every player, including the Jabber, who included elements from all the picture cards, each of the words, and the theme wins a picture card which counts as a point. Jabber returns the word tiles to the bag and discards the picture cards.
- 5. PLAYER TO JABBER'S LEFT IS NEW JABBER** Repeat steps 1-7 until everyone has had a chance to be the Jabber.
- 6. PLAYER WITH MOST POINTS WINS!** After each person has had a chance to be the Jabber, count your cards which are each worth one point. The player with the most points wins the game!



Playing Tips

CUSTOMIZING THE GAME To customize the game, you may subtract the word tiles, the theme, or both! Do what works best for your players to make it the most fun.

INTERPRETING PICTURES After a Jabber chooses the pictures, players should not describe them to the group so players can interpret the pictures for themselves.

WRITING ABOUT PICTURES Players must refer to anything about each picture chosen by the Jabber for their stories. If a player does not refer to something about each picture, that player's story will not earn a point but can still be chosen as a favorite story by the Jabber and earn a point that way. Players may also refer to something implied by the picture. Example: a player could use the word "deep" as a way of referring to a picture of someone scuba diving.

WRITING WITH WORD TILES Players must include the words on the word tiles in their stories and can add to the word or change its tense. Example: "Smile" may be turned into "smiling."

WRITING IN TEAMS If playing in a group of six or more, try pairing off in teams to take turns writing the stories. The partner of the Jabber can write a story which is eligible to be chosen as the favorite.

MISSING ELEMENTS For a story to earn a point, it must refer to each picture, use each word, and incorporate the theme in a minor or major way. If a story is missing any elements it will not earn a point but can still be chosen by the Jabber as the favorite story and earn a point that way. Any player can challenge if a story has all the elements. If a player disagrees that their story is missing elements, that player may defend their story. Then a majority vote decides whether or not the story can earn a point. Stories can no longer be challenged after the next Jabber has picked a new Theme Card.

TIME LIMIT If players are still writing when the timer has ended, the Jabber decides if players can have a few more moments to finish their stories. Otherwise, the players must turn in or text their stories immediately. The Jabber can help players finish on time by letting them know when the timer has almost ended.

READING THE STORIES It is important that the player reading the stories is able to read each one clearly to the group. If possible, Readers should read through each story before reading them to the group.



JUST WRITE IT!

Writing JabberJot stories is a ton of fun. Just start writing about the pictures using the theme. Sprinkle in the words where you can and don't worry about it all making sense. The wackier it is, the more fun it is to read! Just get your thoughts on paper and you'll be happily surprised at how great it will turn out.

JABBERJOT STORY EXAMPLE Here's an example of a JabberJot story written in 90 seconds, based on these pictures, words, and themes: a musician, a phone booth, the desert and the words "rebel," "tasty," and "juggle." The theme is Time Travel:

David had a lot to juggle in his life. He worked as a phone repairman and also played guitar in his band, The Rebels. One day, he was repairing a phone booth when it suddenly zapped him back through time to when his town was only a desert. "How tasty!" he shouted

JabberJot Variations You've played the basic game, now try these wild variations!

"JABBER ME" For a wider range of wacky stories, let all players be Jabbers. All Jabbers choose a theme card, pictures, and word tiles themselves. Jabbers will want to keep their words and pictures secret so no one can guess their identity. When time is up, players text or give their stories to a designated Reader. Change readers for each round. After all the stories are read aloud, each person votes for his or her favorite story. The player winning the most votes gets a card and all players who incorporated all the elements also win a card. If there is a tie, the player acting as the Reader for that round casts the tie-breaking vote.

"JABBER WILD" In this variation, the Jabber picks the Theme Card and pictures but not the word tiles. Instead, each player chooses 10 word tiles. When the timer begins, players must use their word tiles within their story to win a point.

When time is up, players text or give their stories to the Reader. Again, don't worry about the sentences making sense - they probably won't! But they will be hilarious. After the reader reads each story, the Jabber chooses the one he or she likes best and awards that player a card. All players who used all the pictures, words, and theme also win a card.

"JABBER MIX-IT-UP" Want to mix up the way the game is played? You could choose to have players pick their own word tiles or decide the best story with a group vote. You could also drop the theme and let players come up with their own themes. Or the Jabber can make up a theme. To simplify the game, you could also limit the cards included in a round to one or two. There are a number of ways to make the game even more wacky - feel free to try something out! The combination of cards and words you can choose are virtually limitless so you'll be able to have hilarious fun for hours on end!



SHARE YOUR BEST STORIES!

Post your best JabberJot stories and let us know which ones are your favorites at MorningStarGames.com

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