

Rhetoric™

The Public Speaking Game

Game Rules

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Warning: Choking Hazard – This product contains small parts.
Keep out of reach of children.

Overview

Objectives

Rhetoric – The Public Speaking Game™ is an entertaining and educational game for four to eight people. **Rhetoric** is designed to help players improve their public speaking skills and have fun in the process.

As the game begins, the players are waiting to take the stage. The members of the audience are settling into their seats and eagerly anticipating the speeches. When the curtain goes up, the players embark on a rhetorical journey during which they encounter different speech tasks.

In each round, players roll the die and move their figures to the corresponding space, where a speaking assignment awaits them. Play continues until the first player exits the stage.



Improve your skills as a public speaker.



Help your fellow players become better speakers.



Have fun!

Equipment

Preparation



Game Rules Booklet



Game Mat



Regular Die



Die of Structure



8 Figures



50 Topic Cards



50 Challenge Cards



Shuffle the Topic Cards and place them in their designated place.



Shuffle the Challenge Cards and place them in their designated place.



Each player chooses a figure and places it on Stage Entrance.

Game Play



Speaking Order

Players roll the die to determine who goes first. The highest number starts and play proceeds in a clockwise direction.



Moving the Figures

Players roll the die and move their figures to the appropriate space on the mat.

It is possible for more than one player to be on the same space at the same time.



Delivering the Speeches

When you land on a space, follow the relevant instructions as set out below.

Take a few moments to gather your thoughts, then stand up and give a minimum one-minute speech.

Spaces



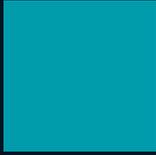
TOPIC



When you land on Topic, draw a Topic Card and read it out loud for your fellow players. This is the topic for your speech.

Choose one of the fields from the Circle of Content and place the die in that field. You must complete the corresponding task as part of your speech.

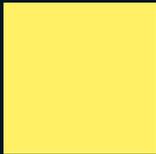
Field	Task
 Tell a story	Share a personal story.
 Use a quote	Quote someone famous or someone you know.
 Evoke the senses	Taste, touch, sight, sound, smell — use two.
 Draw an analogy	Use metaphor or simile.
 Use humor	Find a way to make them laugh.
 Call to action	Move them with the power of your words.



CHALLENGE



When you land on Challenge, draw a Challenge Card and read it out loud for your fellow players. Your speech must respond to the challenge. (The challenge will stretch your comfort zone!)



QUESTION



When you land on Question, any player can ask you a question about any topic.

Roll the Die of Structure. Place it in the corresponding field of the Circle of Structure. The field determines the structure of your speech.

Examples of the different structures are set out below.

EXAMPLE

“What do you like about New York City?”



Good, Better, Best

- The good thing about New York is that it never sleeps. [...]
- Even better is the cultural scene. [...]
- But what I like best about New York is that I met my wife there. [...]



Bad, Worse, Worst

- One thing I don't like about New York is the heat in summer. [...]
- Even worse is the traffic. [...]
- But the worst thing for me is the constant noise. [...]



Past, Present, Future

- Five years ago, I went to New York for the first time. [...]
- To date, I've been four times discovering new things every time. [...]
- In the future I hope to return. [...]



One, Two, Three

- The first thing I love about New York is the restaurants. [...]
- Second, New York is a fantastic city for arts and culture. [...]
- The third thing I love about New York is the people. [...]



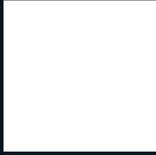
Pros and Cons

- New York has great things to offer. [...]
- But not everything about New York is great. [...]



Change the Subject

- I don't know anything about New York, but I do know about [...]



REFLECTION



When you land on Reflection, you have “carte blanche”.
You can talk about anything.



CHOICE

When you land on Choice, pick one of the four speaking categories
(Topic, Challenge, Question or Reflection) and give a speech based
on the relevant instructions above.

Pass

During the course of the game, each player is entitled to pass once on either a Topic Card or a Challenge Card.

If you choose to pass, you must immediately draw the next card from the relevant pile and deliver a speech on it.

Timing

The minimum time for all speeches is one minute. Use a watch or other timing device and signal to the speaker when he or she has spoken for one minute.

There is no maximum time limit, but players should keep their speeches reasonably short.

Ending the Game

The game ends when the first player exits the stage. It is not necessary to roll the exact number to exit the stage.

Variations

The following variations of **Rhetoric** can be played, separately or in combination:

Play continues until all players have exited the stage. Players who have already exited the stage pick one of the four speaking categories (Topic, Challenge, Question or Reflection) each time their turn comes around.

At the end of every speech, players give quick feedback to the speaker, noting strong points and areas for improvement. This variation will lengthen the game but will also provide players with an excellent learning opportunity.

The game is competitive. In such cases, the game is played exactly as described above except that the speeches are rated and there is a winner. When the game is competitive, please follow the instructions below.

Competitive Play

Download and print as many rating sheets as necessary at:

rhetoricgame.com/ratingsheets.pdf

Each player receives a rating sheet. Throughout the game, players rate the speeches given by their fellow players. Players are thus competitors and judges at the same time.

Write down the names of all players, including yourself, in the appropriate spaces on the rating sheet and in the determined speaking order.

Whenever another player gives a speech, you will rate that speech on a scale of 1 to 5, where 1 means "Needs Improvement" and 5 means "Outstanding". Players are expected to rate each other fairly.

Do not rate yourself. Leave the column beneath your name blank.

When the first player exits the stage, play stops. One of the players is chosen to be Chief Judge.

All players, including the Chief Judge, calculate their final ratings for each of their fellow players. The ratings are calculated by totaling the top three scores that each of the other players received.

Example: Player X gave six speeches and you awarded scores of 1, 4, 5, 3, 2 and 3. The top three scores were 5, 4 and 3. Thus, your final rating for Player X would be 12 ($5 + 4 + 3 = 12$).

The maximum number of points for any player is 15.

The Chief Judge collects all the rating sheets and adds up the points for all players. The Chief Judge then ranks the players according to their total scores.

The player with the highest score is the winner. If two or more players have the same score, they are joint winners.

Now it's your turn to speak!



www.rhetoricgame.com

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