

# Aller Dinner Game

answer. If he/she guesses correctly, then his/her piece is moved ahead one space. If your opponent guesses the wrong answer, you can move your own piece one space forward. When playing with two players, the game leader is the only player who can make up answers.

There are also advanced rules for two players. Now, as game leader, you don't need to read the correct answer aloud at all. Your opponent can then challenge you if he/she thinks that none of the answers are correct. If your opponent is right, then he/she advances two spaces, and you go back one. However, if you did read the right answer, you can advance two spaces and the challenger must go back one space.

## COMMENTS

1. Sometimes certain players will allow the votes of others to influence their own vote. If you think that this is unfair, you can have everyone vote at the same time. You can use slips of paper to do this for example.
2. The game leader can hide the slips using the box top. This way, nobody will know who wrote which answer.
3. Sometimes players will give exactly the same answer as the game leader, or one that is almost the same. However, since the aim of the game is to choose the game leader's answer, you do not get an extra point if you voted for any of the other answers.
4. The game leader can either put the answer into his/her own words, or summarise it. Some answers are fairly long, because extra information or examples are included. In such cases, it would certainly be a good idea to summarise the answer... but you don't have to! Of course, the meaning must remain the same.

## END OF THE GAME

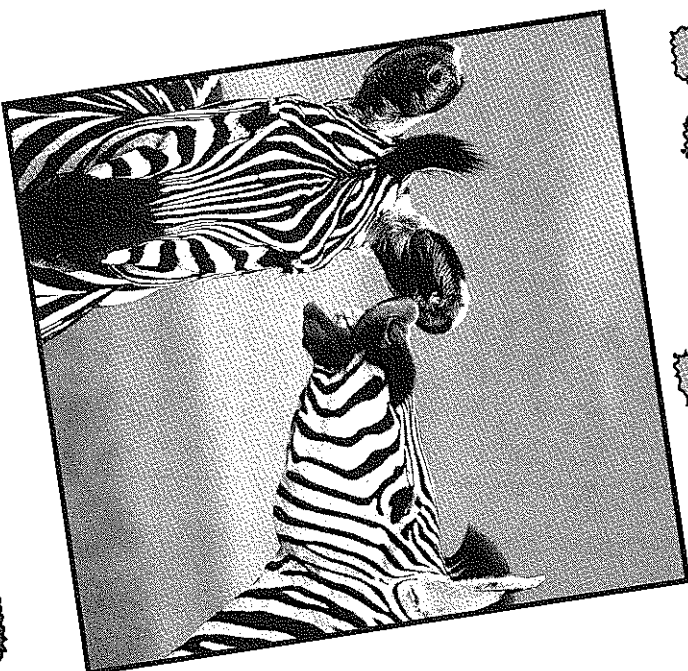
The first person to reach the finish, wins the game.

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# Aller Dinner Game

# Why?



Rules of  
the Game

# BECAUSE

4566



# Alfred Dinner Game

## AIM OF THE GAME

To think up answers to questions that most people don't know. The answers do not have to be correct. The point is to make your answer sound so believable that the other players think it is.

## BOX CONTENTS

- 1 playing board
- 168 cards
- 1 pad of paper
- 6 pencils
- 6 playing pieces

## PREPARATIONS

Each player receives a slip of paper and a pencil, and places his/her playing piece next to the board. Next, the person who knows the rules the best, becomes the game leader.

## PLAYING THE GAME

1. The game leader draws a card from the box and reads the question aloud.
  2. The other players then write down the most believable answer they can think of. The trick is to formulate your answer in such a way as to convince as many players as possible that it is indeed the correct answer.
  3. While the other players think about their answers, the game leader writes down the answer from the card in his/her own words.
  4. After everyone is ready with their answers, all the slips of paper are given to the game leader.
  5. The game leader shuffles the slips, including the one containing his/her own answer, so that no one knows which slip is which. He/she then numbers the slips and reads them aloud.
  6. After all the answers and their numbers have been read, each player must vote for the answer they think is the game leader's answer. Naturally, you are not allowed to choose your own answer. The game leader records how often each answer is chosen.
  7. Once everyone has voted, the game leader reveals his/her answer.
  8. Everyone then advances their playing piece the same number of spaces as they received in votes for their answer. In addition, those players who selected the game leader's answer can move their piece an extra space forward.
  9. The game leader cannot score any points.
- The game leader is now over, and the person sitting to the left of the game leader becomes the next game leader.

# Alfred Dinner Game

## ADVANCED RULES

Once all players have two points, the game leader is given an exciting option - he/she is no longer required to give the correct answer, but can also make up an answer. This answer must be clearly different from the one on the card. Therefore, when he/she reads the answer aloud, it could be the correct answer, but it could also be one he/she made up. Until step 8, the game proceeds according to the basic rules, including how the points are counted. For now, it does not matter whether the game leader wrote down the correct answer or not. Even if the game leader made up an answer, all the players who chose that answer receive an extra point.

After all the pieces have been advanced, and the next round is about to begin, players have the opportunity to challenge the game leader. Whoever thinks that the game leader made up the answer, can issue a challenge. The game leader can only be challenged by one player. The player to the left of the game leader gets the first chance to challenge, and if he/she chooses not to, the person sitting to his/her left gets the next chance, and so on.

There are now two possibilities:

**The game leader gave the right answer:** here, the challenger must go back two spaces and the game leader advances two spaces. Nothing changes for the other players.

**The game leader gave the wrong answer:** here, the challenger advances two spaces and the game leader goes back two spaces.

If the game leader made up the answer, it is then counted how many people had voted for that answer. Since these players were unfairly awarded a point in the last round, they now have to give it back. Moreover, the game leader now advances as many spaces as votes he/she received, regardless of whether he/she was challenged or not! This would not have happened if the game leader had given the correct answer. Therefore, it can be very advantageous for the game leader to make up an answer!

## RULES FOR TWO PLAYERS

As the game leader, you can now make up as many answers as you want. You also write down the correct answer in your own words. Afterwards, you read all the answers aloud in a random order. Your opponent must now guess the correct