

Aller
Dinner
Game

True Colours



Rules of
the Game



4567

After Dinner Game

True Colours

Contents of the box:

Playing board

6 different coloured clothes pegs

1 ballot box

Voting cards in 6 colours

18 symbols cards ('+', '0', and '±')

Question cards and a number of blank cards
write your own questions on V to write

Preparation:

1. Place the playing board on the table. Each player selects a pawn and places it on the first space of the playing board.
2. Each player takes a clothes peg that is the same colour as their pawn and fastens it to their lapel or another highly visible place.
3. All players receive two voting cards of each colour in the game, except their own colour.
4. Each player receives three cards with the '+', '0' and '±' symbols.
5. The question cards are shuffled and laid on the table.
6. Place the ballot box in the middle.

Playing sequence:

The game has four steps:

1. Voting

2. Predicting the results

3. Counting the votes

4. A new round begins

1. Voting

A player takes a voting card, turns it over and reads the question a few times aloud. All players must answer the question. This is done by choosing the player or players who most suit the question. Once you have made your choice, look at the peg of the chosen player(s) and take the correspondingly coloured voting cards from your hand. You always vote twice: either two votes for one player, or one vote for two different players. You cast your vote by sliding the two cards into the ballot box without letting anyone see your choice.

to vote

After Dinner Game

The fun of the game depends a lot on keeping everyone's votes secret. You can make it more difficult for others to peek by casting your votes with both coloured sides facing inwards.

An example: Greg (red peg) plays with Eric (green peg), Marsha (blue peg) and Tracy (yellow peg). Greg reads the following question aloud: *'Who thinks they drive well, but you wouldn't want to get in a car that he/she is driving?'* Greg immediately thinks of Eric, and places two green voting cards into the ballot box. Eric is made uneasy by Marsha's driving style, but also that of Tracy. He therefore puts one blue and one yellow card into the ballot box. Marsha and Tracy also vote, making a total of 8 cards in the box.

1. Don't forget!

- Each question must be answered by all players.
- Each player votes twice for every question.
- The word 'who' in the questions always means 'which player'.
- You cannot vote for yourself.

2. Predicting the results

Each player has now cast two votes for the question. But it is not yet time to open the ballot box! Now each player must predict how many votes he or she received. You have to guess whether you won the most votes, did not win any or came out somewhere in between.

The most (+) means a majority, or that there are more cards of your colour in the ballot box than for the other players. If two or more colours tie for first place, then there is no majority, but a minority (\pm) situation. A minority (\pm) means that your colour was selected, but not more than the others. A zero (0) means, not surprisingly, that no one voted for you.

Choose one of the three cards: '+', '0' or ' \pm '. Once all the players have made their predictions, all the prediction cards are turned over simultaneously. It is then time to count the votes.

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3. Counting the votes

The ballot box is opened, and the voting cards are shuffled (in order to prevent people from guessing on the basis of order). Then they are laid out on the table and counted.

What were the predictions? Accurate predictions are rewarded as follows:

-Three points for a correct prediction that you received a majority of the votes (+).

-One point for a correct prediction that you received a minority of the votes (±).

-Three points for a correct prediction that you did not receive any votes (0).

-Zero points for an incorrect prediction.

Your pawn advances one space on the playing board for every point that you win.

4. A new round begins

Once the pawns have been moved, the players turn in all their voting cards (make sure that you don't let the others see which of your cards are missing since this would give away your vote). Each player then receives a full set of voting cards. The next player takes a question card, turns it over, and reads the question a couple times aloud. You can also agree to have each player select and read a question.

Who wins?

The first player who gets his or her pawn to the last (36th) space wins. Of course, it is also possible to play a shorter game to a different space.

