



The Identity Game™

INSTRUCTIONS For 3 or More Players

LET'S PLAY!

Pick a Personality card: You're Julius Caesar! (Don't tell anyone!)

Announce your category: You're a Political, Military, or World Leader.

Then get players to guess who you are by giving clever answers to Question cards.

? IF YOU WERE A
TYPE OF CLOTHING,
WHICH WOULD YOU BE?



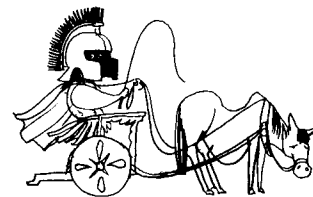
YOU MIGHT ANSWER:
A TOGA.

? IF YOU WERE A
TYPE OF FOOD, WHICH
WOULD YOU BE?



YOU MIGHT ANSWER:
A SALAD.

? IF YOU WERE
A HOBBY, WHICH
WOULD YOU BE?



YOU MIGHT ANSWER:
RACING CHARIOTS.

Who went to Toga parties, had a salad named after him and zoomed around in a chariot? Of course, it's that rowdy Roman ruler Julius Caesar!

Now that you've got a feel for the game, get ready to play I.D. But before you start, please read the rules that follow.

Object: Get other players to guess your secret personality by comparing yourself to items like cars, animals, household objects and more. The faster you can get someone to guess correctly, the more chips you (and the guesser) earn. Have the most chips at the end of the game to win!

CONTENTS

324 Personality cards

216 Question cards

150 Plastic chips (packed under tray)

1 Plastic Storage Tray

SETUP

1. Place all the chips on a table in a central "pot". After play, chips can be stored in the plastic tray.
2. Open the *Personality* and *Question* card boxes and place them in a central location.
3. Each player takes 5 chips from the pot.

PICK A PERSONALITY CARD

Pick a person to be the first secret personality. If you are the chosen player, secretly look at the first silver *Personality* card. Keep the card in the box. Assume the identity on the card, but reveal only your *category* to the other players.

THERE ARE 6 PERSONALITY CARD CATEGORIES:

- *Movie/Stage Stars*
- *Music Stars*
- *Political, Military, or World Leaders*
- *TV Personalities*
- *Famous Duos and Trios*
- *Fictional Characters*

THERE ARE 3 SPECIAL PERSONALITY CARD CATEGORIES:

- *Challenge*
- *A "Friend" Known to All Players*
- *Reverse Play*

THE QUESTIONING BEGINS

The other players will be the Questioners. As the game proceeds, you will answer their questions by giving clues to the secret personality on your card.

To begin, the person to your left selects a red *Question* card from the front of the deck and asks you the question on it. (The card is then placed at the back of the deck.) As the secret personality, you try to answer the question by giving a clue to your mystery identity.

EXAMPLE: Your personality is Jane Fonda. You are asked, "If you were a *body of water*, which would you be?" You might answer, "A golden pond."

EXAMPLE: Your personality is Muhammad Ali. You are asked, "If you were an insect, which would you be?" You might answer, "A floating butterfly or a stinging bee."

Each Questioner asks only one question per turn. After hearing your clue, the Questioner has the first opportunity to guess your personality. If that

player doesn't want to guess or guesses incorrectly, other players can venture a guess in any order. Caution! Don't make wild guesses! There is a penalty if you are wrong. See *Incorrect Guesses*, below.

If the secret personality is not guessed correctly, play continues in a clockwise direction and the next player selects a question to ask.

Game play is divided into rounds. A round is complete after each player asks one question.

CORRECT GUESSES

If your secret personality is guessed correctly, you and the player who guessed correctly both earn chips from the pot as follows:

ROUND 1 - You and the correct guesser each get 3 chips.

ROUND 2 - You and the correct guesser each get 2 chips.

ROUND 3 - You and the correct guesser each get 1 chip.

INCORRECT GUESSES

If, at any time, a player guesses incorrectly, that player must put one chip back into the pot from his or her pile. However, if a player runs out of chips, he or she *can* continue to play and guess at no risk.

IMPORTANT: As the secret personality, it is to your advantage to give good clues. If your personality isn't guessed after 3 rounds of play, then *you* must give up 2 of your chips to the pot as a penalty. (If you have no chips left, there is no penalty.)

THE 3 SPECIAL PERSONALITY CARDS

CHALLENGE CARD: If you pick one of these Personality cards, the other players will have to guess your personality without the help of a category.

A "FRIEND" KNOWN TO ALL PLAYERS CARD: If you pick one of these Personality cards, you must think of someone who is known to all players to be your secret personality. (It could be yourself, another player, or even someone who's not in the room.)

REVERSE PLAY CARD: If you pick one of these Personality cards, then you will become the Questioner and the other players—as a group—will be the personality. Here's Reverse Play:

- The player to your left places the Reverse Play card into the back of the Personality card box, and then selects the next Personality card. This player reveals the name of the personality to all players *except you*.
- You then draw Question cards and ask each of the players a different question. Before giving a clue, a player can confer with the group.
- After all players give their clues, you get *one* try to guess the secret personality.

CORRECT GUESS: If you guess correctly, take 4 chips from the pot. Everyone else takes 2 chips each.

INCORRECT GUESS: If you guess incorrectly, you're penalized and must put 2 of your chips into the pot. Everyone else must each put back 1 chip.

The person to your left then chooses the next Personality card and the game proceeds in the normal way.

TRADING IN CARDS

If you pick a personality you do not know, you can return the card to the back of the deck and select the next card. You can only do this once per turn.

If someone asks you a question and you cannot think of any clue to give, you may ask that player to choose another Question card. You can only do this once per personality.

MORE ABOUT GIVING CLUES

I.D. questions do not have to be answered literally!!! Use your imagination to give helpful clues. Nearly any clue is allowed, as long as it relates to the question and doesn't include the personality's full name.

However, you *cannot* do a verbal imitation of the personality or use gestures in your answer. If you do give a blatantly obvious clue, you may be forced to put 3 chips back in the pot. This penalty is decided by the consensus of all the other players. See the following examples.

EXAMPLE: Your personality is Marilyn Monroe. You are asked, "If you were a coat, which kind of coat would you be?"

You could not answer, "I'd be Marilyn Monroe's coat!"

You might answer, "I'd be a coat from a gentleman who prefers blondes."

EXAMPLE: Your personality is Bob Hope. You are asked, "If you were a precious stone, which would you be?"

You may not get away with the answer, "I'd be the Hope diamond!" It all depends on the mood of the group. If in doubt, leave the personality's actual name out of your clue.

ENDING YOUR TURN AS THE SECRET PERSONALITY

After your personality is guessed (or not guessed by the end of the third round), the player to your left removes the Personality card from the front of the box and places it into the back of the box. He or she then secretly looks at the new Personality card at the front of the deck and becomes the new personality. Play continues as before.

WINNING THE GAME

Be the first to collect 25 chips to win the game (or be the person with the most chips once the pot is empty).

Team Play and other game variations on next page.

TEAM PLAY

FOR 6 OR MORE PLAYERS

Divide players into two teams: Team 1 and Team 2. Each team takes 5 chips. The rest of the chips are placed in a central “pot”. Team members should take turns selecting a personality and asking questions. Reverse Play cards are not used in Team Play.

TEAM 1 BEGINS PLAY

One player from Team 1 looks at a Personality card and becomes the secret personality. This person announces the category to *all* players. Then one of the other players from Team 1 takes a Question card from the front of the card box and asks the secret personality player the question on it.

The secret personality answers the question by giving a clue to his or her identity. After conferring, Team 1 players can try to guess the secret personality’s identity. Or they can pass to Team 2.

If Team 1 guesses incorrectly or decides to pass, Team 2 can make their first guess or pass. If Team 2 guesses incorrectly or decides to pass, then Team 1 selects another *question* to ask.

This procedure is followed for 3 questions. If a personality is guessed (or not guessed after 3 clues are given), the Personality card is placed into the back of the box.

TEAM 2 THEN BEGINS PLAY

One player from Team 2 secretly looks at a new Personality card. Play then continues with Team 2 as described above.

CORRECT GUESSES

1ST CLUE: If a team guesses the personality correctly after hearing the first clue, that team wins 3 chips.

2ND CLUE: If a team guesses the personality after hearing the second clue, that team wins 2 chips.

3RD CLUE: If a team guesses the personality after hearing the third clue, that team wins 1 chip.

INCORRECT GUESSES

Whenever a team guesses incorrectly, they must give up 1 chip. There is no penalty for passing to the other team.

If the secret personality isn’t guessed after 3 clues are given, then the secret personality’s team must give up 2 of their chips as a penalty. (If they have no chips left, then there is no penalty.)

WINNING THE GAME

First team to collect 25 chips wins.

MORE I. D. FUN

LIGHTNING ROUND!

The secret personality must answer as many questions as possible in one minute. Other players must then immediately try to guess the personality.

CHALLENGE!

Do not reveal the category of *any* of the Personality cards.

MIX AND MATCH!

Each player takes one Personality card and one Question card. Then each player reads the question on the card and answers it by giving a clue to his/her personality. Other players try to guess the secret personality. See how many personalities can be guessed with just one clue.

REVERSE PLAY!

Try a whole game of Reverse Play! One person becomes the Questioner and the rest of the group assumes a personality. Confer as a group to give the best possible clues.