

# *REAL PEOPLE*<sup>TM</sup> game



## *The Game Where Looks Can Be Deceiving* *For 3 to 6 adult players or teams*

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### **OBJECT**

To be the player (team) who earns the most points by correctly matching photos of people with what they wrote about themselves when asked 10 questions.

### **EQUIPMENT**

400 REAL PEOPLE<sup>TM</sup> People Cards • Card Tray • Score Pad  
• Labels (pen not included)

### **ASSEMBLY** — *See photo on box bottom*

On the flip-up portion of the Card Tray:

- 1. FRONT:** Along the bottom edge, apply the REAL PEOPLE label.
- 2. FRONT:** On the raised rectangles that appear along the top edge, above the open “windows,” apply the labels for the letters A, B, C, and D. *Note:* Apply the letters in alphabetical order, A-B-C-D, from left to right, as the flip-up section faces you.
- 3. BACK:** On the support bar that splits each card “window” in half, apply the labels for the letters D-C-B-A, from left to right on the textured rectangles. *Note:* The back letters must match the front letters, so be sure to apply these in reverse order, D-C-B-A.

## SETUP

- Each player will need a pen or pencil.
- Give each player a Score sheet.
- Flip up the picture holder section of the Card Tray.
- *Without looking at the faces*, divide all 400 cards into four (approximately) equal stacks and place these *face-side-up* in the four bins in the base of the Card Tray.
- Pick one player to be the Leader for the first round.
- Decide how many rounds you'll play: In a six-player game, we recommend six for a complete game, so each player has the chance to be the Leader. This keeps scoring opportunities equal among players. For a four-player game, play four — or eight — rounds, etc.

*The Leader* of the round does not participate in guessing. He/she draws any four Cards — without looking at the faces! — and places them in the “windows” of the Card Tray with the faces facing the other players and the lists of facts facing him/herself. Then he/she decides which one of the four cards to read from: using careful eye movement, memory and some degree of “faking,” the Leader will reveal up to 10 facts from one — and only one — of these cards during this first round. No facts are revealed from any of the three remaining cards; they are there only to fake out the players looking at the photos.

The Leader knows the sex of each of the real people (Male or Female appears on the back of each card) but does not reveal this to the other players; because he/she placed the cards in the windows without looking at the faces, he/she knows no other physical details about the four.

*To start the round off*, the Leader picks one fact to reveal — picking one that isn't too revealing will throw the players a curve and help keep the mystery! Thereafter, the players will ask for specific clues.

# GAMEPLAY

Players ask to have particular facts revealed. They may take turns asking or, as a group, decide which fact they want next. For example, if the Leader began by revealing the picked person's Pet Peeve, the players might next ask to hear the person's Secret Fantasy... or Occupation... or any of the other facts.

On their individual score sheets, players track the fact number, the fact itself, and which person they think is being described; players should wait until the others have made their notes before asking for a new clue.

**Voting:** At any point in the round after hearing a fact, a player who thinks he/she knows which person it is "votes" on the score sheet by writing in the chosen letter — A, B, C, or D — from above that photo, then turns over the score sheet and sits out the rest of the round while the other players keep asking for facts. Once a player has made a decision and flipped over the sheet, he/she may not ask for any more facts or change his/her selection (but may try to fake the other players out of their choices!).

Round 1		Value	Pick
#	Fact		
1	NAVY	10	C
5	TRAFFIC	9	A
3	HORROR NOVEL	8	A
10	WEIRD...	7	A
2	MELISSA MOORE JUICE	6	D
9	HOMECOMING QUEEN	5	D
		4	
		3	
		2	
		1	
Score		0	

Wrong!

Round 1		Value	Pick
#	Fact		
1	Heavy laborer	10	C
5	Hates traffic	9	C
3	White homomond	8	C?
10	weird catted like	7	B?
2	Melissa Moore	6	B
9	Homecoming Queen!!!	5	B
		4	
		3	
		2	
		1	
Score		5	

Right!

The round ends when all players have flipped over their score sheets or when all 10 facts have been revealed.

The Leader then reveals who it is *not* by pulling out those three cards one by one — and leaving the real person's card up last!

## SCORING

The object is to correctly identify the real person in as few facts as possible. The fewer clues you need, the higher your score for the round: If you guess (correctly) in just 1 fact, you earn 10 points; in 2 facts, 9 points, etc.

*The Leader who successfully fakes everyone out so no player makes a correct guess earns 5 points.*

At the end of the first round and scoring, pick the next round's Leader, who puts the used cards face up on top of the four dispenser stacks, then pulls a new card from the *bottom* of each of the four stacks.

## WINNING THE GAME

When you've played the pre-agreed number of rounds, each player totals up the points earned for all rounds. The player with the highest overall score wins!

We will be happy to hear your questions or comments about this game. Write to:  
Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

