# TRUECOLORS

## I N S T R U C T I O N S

#### **CONTENTS**

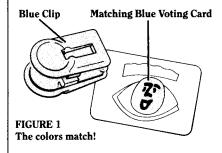
216 voting cards, 120 two-sided question cards, 6 plastic voting boxes, 6 plastic clips, card tray, scorepad

#### **OBJECT**

Score the most points by correctly guessing how many players voted for you. Did you receive NONE, SOME or MOST of the votes?

## Setup

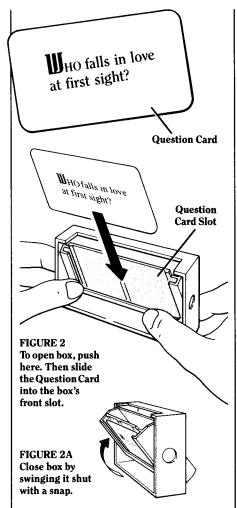
- **1.** Put the card tray within easy reach of all players.
- **2.** Clip on a Clip: Each player takes a plastic clip and wears it so everyone can see its color. Extra clips are put out of play.
- 3. Take Your Voting Cards: There are 6 voting card decks. Each deck matches a clip color as shown in Figure 1. If a clip is not being used, leave its matching voting card deck out of play in the card tray. Then divide each deck in play as evenly as possible among all players and put any extra cards back in the tray. NOTE: Keep your voting cards secret from the other players at all times. Keep the cards in your hand or lay them facedown on the table as you play.



#### FOR EXAMPLE

If there are 4 players and they choose orange, blue, green and yellow clips, then each player gets 36 cards: 9 orange cards, 9 blue cards, 9 green cards and 9 yellow cards.

The two other color voting card decks are put out of play.



- **4. Take Your Question Card and Voting Box:** Each player takes one question card from the card tray and one voting box, inserting that card into the box's front slot as shown in Figures 2 and 2A above. NOTE: Question cards are two-sided. Play one color side of a deck first, then the other as you play more games.
- **5.** Select a Scorekeeper and give the scorepad to that player.

# **How To Play**

For every voting box's question, do the following 3 steps:

- VOTE
- **■** GUESS
- SCORE

#### **VOTE AND PASS!**

To begin, all players—at the same time—secretly read their questions. Each player then decides which player (or players) his or her question best describes.

Players must always cast 2 votes in their voting boxes per question. They do it secretly by inserting 2 color voting cards which match the chosen players' clip colors. When casting votes, just slip the cards into the box's Voting Card Slot—but don't open the box! See Figure 3 below.

The 2 votes can be 2 different color voting cards for 2 different players or 2 voting cards of the same color if you feel strongly about that player. Players can also vote for themselves on any question! NOTE: Votes cannot be changed! Once a voting card is dropped into the box, it stays there until counted.

FOR EXAMPLE

Nan knows that both Ed and Karl are hopeless romantics. Since Ed's clip is blue and Karl's is green, Nan puts 1 blue voting card and 1 green voting card into her voting box!

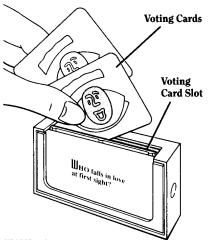


FIGURE 3
To vote, don't open the box. Just insert your 2
voting cards into the Voting Card Slot.

After casting votes, players pass the voting boxes to their left. All voting boxes are passed in this manner until everyone has secretly voted for each question. NOTE: Boxes should be passed in order.

When each player receives his or her original box back, it's time to start the guessing!

#### **GUESS!**

If you are the player to the left of the Scorekeeper, begin by reading your voting box's question aloud to the group—but keep the box closed!

Then you must guess—without looking in the box—whether you received the MOST votes for that question, just SOME of the votes or NONE of the votes. REMEMBER: The votes inside the box reflect what the other players think of you—not what you think of yourself!

- If you guess the MOST votes, you think there will be *more* cards of your clip color than anyone else's color in the box.
- If you guess SOME of the votes, you think there will be *at least one* card of your clip color in the box (but not the most!).
- If you guess NONE of the votes, you think there will be *no* cards of your clip color in the box.

The Scorekeeper then writes down your guess on the scorepad under your clip color (M = MOST votes, S = SOME votes, and N = NONE of the votes). See Figure 4.

TRUE COLORS  Ed Johns Nam Kall  BUE BUE PURPLE VELOW GREER AQUA											
VIVITE S			F SCORE			SCORE	MILE	SCYIRE			
Н	-	4		<b>.</b>							

FIGURE 4 Ed, the blue clip player, guesses that he received just SOME of the votes for this question.

Play continues clockwise with each player guessing, in turn, how many votes he or she received for *that same question*. The Scorekeeper writes down each guess.

REMEMBER: More than one player can guess MOST, SOME or NONE!

After all players have guessed, *including* the Scorekeeper, it's time for the votes to be counted for that question!

### **COUNT AND SCORE!**

The player who read the question aloud now opens the box and counts out the votes, one at a time.

#### FOR EXAMPLE

Ed, the blue player, received 4 blue votes for this question. Donna, the orange player, got 2 orange votes.



Karl, the green player, got 2 green votes and Nan, the yellow player, did not receive any yellow votes!

Then the Scorekeeper writes down the score for each player's guess.

- All players who *guessed correctly* that they received the MOST votes get 3 points—even if there is a tie for the MOST votes!
- All players who guessed correctly that they received SOME votes get 1 point—even if two or more players received SOME of the votes.
- All players who *guessed correctly* that they received NONE of the votes get 3 points—even if two or more players did not receive any votes!
- All players who *guessed incorrectly* get 0 points.

NOTE: All used voting cards are put back in the tray after they're counted and scored.

#### FOR EXAMPLE

In Figure 5, Ed guessed that he would receive SOME votes but he got the MOST votes! He gets 0 points because he guessed incorrectly. Donna and Karl got 2 votes each and both guessed that they would get SOME votes. They each get 1 point for correctly guessing "SOME"! Nan correctly guessed that she wouldn't get any votes. She gets 3 points for her "NONE" guess!

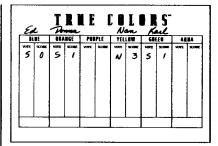


FIGURE 5

# NOW ON TO THE NEXT QUESTION BOX!

Now GUESS and SCORE another question box! Do one question box at a time in a clockwise fashion. The game ends when all voting boxes have been emptied and points scored.

## How to Win

After every question has been read and all scores tallied, the player with the highest score wins. See Figure 6.

Ed Doma Non Kall											
BLUE .		ORANGE		PURPLE		AETTOM		EREEN		ABBA	
	SCORE	MME	900ME	VOTE	SCORE	MOLE	500ME	VOTE	SCORE	VOTE	SCOM
5	0	5	1		1	N	3	5	1		
5	1	M	0			M	3	N	3		
M	3	S	/			W	3	M	3		
N	3	~	0			S	3	5	1		
	7	ļ	2		<u> </u>		10		R		

FIGURE 6 Nan wins! Her total score for the 4 questions is 10!

For Longer Play: Play several games and then total your scores. Just remember to divide up the voting cards as evenly as you can for each new game!