

TRUE COLORS™

Instruction Manual

3-6 Players | Ages 13+

OBJECT:

To earn the most points by correctly predicting how many votes you'll receive from other players for various questions asked.

CONTENTS:

- 85 double-sided **question cards**
- 60 **voting cards** (10 each of 6 colors)
- 6 colorful plastic **avatars**
- 6 color-coded **player cards** with 6 mover stands
- 3 oversized **guessing cards** (the ones that read "MOST", "SOME" and "NONE")
- 1 **ballot box**
- 1 **score pad**

SET UP:

Each player chooses a color. This is your color throughout the game. Take the corresponding **avatar** and the **player card** in your color. During voting rounds, your **player card** should be clearly visible in front of you – this will help keep the voting round a secret later on.

Remove any **voting cards** and **avatars** that are not in use by a player for this game and put them back in the box. Lay all active colors face-up – each player then takes 2 of each color except their own (because you can't vote for yourself).

Place the 3 **guessing cards** in reach of all players in order: MOST, SOME, NONE. Place the **ballot box** in reach of all players. Choose one person to serve as the scorekeeper and have him/her write each player's initials on the **score pad**.

PLAYING THE GAME:

There are 5 steps to each round:

1. Read a **question card**
2. Secretly vote using any two **voting cards** (the same color...or not)
3. Decide how many votes you think you'll get – MOST? SOME? or NONE?
4. Reveal the votes
5. Start a new round (or end game and tally score)

1. Read the question:

Choose a player to start the game. This player picks up a **question card** and reads the question aloud. The player may choose either side of the card – the black and white sides of the cards are irrelevant.

2. Secretly vote:

Players must secretly vote for whoever they think is the best fit for the question. Players must place exactly 2 votes in the **ballot box** per round. You can never vote for yourself. If you feel VERY STRONGLY that one person is the best answer for the question, then put both **voting cards** with his/her color in the **ballot box**. If you think 2 players could be good answers, put one **voting card** for each player's color in the box. Remember to keep your vote a secret!

3. Decide how many votes you think you'll get:

Once all of the votes are in the ballot box, but before the votes are tallied, the Guessing Round begins. In the Guessing Round, each player must decide how many players they think voted for them based on the **guessing card** options: MOST, SOME or NONE.

- MOST:** If you think you received more votes than anyone else during this round;
- SOME:** If you think you received at least one vote, but did not receive the majority vote;
- NONE:** If you think you received no votes at all.

To guess, place your **avatar** on the **guessing card** of your choice. You may place your guess in any category, regardless of other players' guesses. (For example, it is okay for zero players to guess MOST and 2 players to guess NONE.)

4. Reveal the votes:

Now that everyone has placed their guesses, it's time to open the **ballot box**. The voting cards are laid on the table and counted. If you want to add some suspense to the reveal, the person who read the game card can open the **ballot box** and reveal the votes one at a time.

Scoring happens as follows:

Points	Reason
3	You got the MOST votes and guessed correctly
3	You got NONE of the votes and guessed correctly
1	You got SOME of the votes and guessed correctly
0	Any incorrect prediction

The scorekeeper marks each player's score for the round.

5. Start a new round:

Discard the question card in another pile. Place all voting cards from the last round face-down within reach of all players. In order to keep previous votes a secret, all players place their remaining **voting cards** still in their hand to the pile. Mix them all up and flip them face-up. Like the beginning of the game, each player then takes 2 of each color except their own. Moving clockwise, the next player takes a game card and reads it aloud, and the game continues.

WINNING THE GAME:

After 10 rounds have been played, the scorekeeper tallies up everyone's total score. The player with the highest score wins the game!