

How to play

Inner Circle is a collaborative, competitive get-to-know each other game for two or more players.



Components

The game consists of:

NUMBERS deck:

- A yellow deck with the numbers 1-10

CATEGORY decks:

- Blue deck (Starter)
- Pink deck (Advanced)

Setup

Prepare the Category Deck: Shuffle the Category cards into a single pile. For your first few games, we recommend starting with the blue deck only. Once you're comfortable, you can add the pink advanced deck for more variety and slightly harder categories.

Deal Category Cards: Each player draws 3 Category cards and keeps them in their hand.

Decide the Number of Rounds: For a quick game we recommend playing 2 rounds per player, so that each player has the opportunity to draw a secret number twice. For a full game the game ends when there are no more Category Cards left in the pile.

Choose the Starting Player: Select a player to go first.

Objective

You get a point for every player who guesses your secret number.
You get a point if you guess a player's secret number.
The person with the most points at the end of the game wins.

Game play

Drawing a Secret Number: The starting player draws a card from the yellow Numbers deck, looks at it, and places it face down on the table. This number will remain secret until the end of the round.

- The number represents how much that player likes something on a scale from 1 to 10, with 1 being the least and 10 being the most.

Playing Category Cards: The player to the left of the starting player selects one of their Category cards and plays it. For example, the Category might be "A month."

- The starting player then names a specific month that corresponds to their secret number. For instance, if the secret number is 8, they might choose "September," since they like it a lot but it's not their absolute favorite.
- **Note:** The response must be given in a neutral manner, avoiding any hints through facial expressions, tone, or body language. If it feels like cheating, it is!

Game play - continued

Continuing the Round: The next two players, in turn, also play Category cards from their hands, and the starting player responds accordingly.

Guessing the Secret Number: After 3 Category cards have been played, the other players must guess the secret number.

- Guesses are given in turn, starting with the player to the left of the starting player and moving clockwise.
- Players may guess the same number.

Revealing the Number: Once all guesses are made, the starting player reveals their secret number, and points are awarded:

- Players earn a point for correctly guessing the secret number.
- The starting player earns a point for each correct guess.

Drawing New Category Cards: Each player draws new Category cards to replenish their hand to 3 cards.

Preparing for the Next Round: Return the previously drawn secret number to the yellow Numbers deck and shuffle it. Then, pass the deck to the next player in clockwise order, who will draw a new secret number.

Points - standard version:

The player with the secret number earns 1 point for each person who correctly guesses their number.
Players who guess the secret number correctly each earn 1 point.

Points - easier version:

The player with the secret number earns 1 point for each person who guesses within a range of ± 1 from their number.

Players earn 2 points if they guess the exact number, and 1 point if their guess is within a range of ± 1 .

Wild Cards

Wild Cards grant special abilities and must be played alongside a Category card.