

#NO SECRETS

The merciless game

of disclosure



Have you ever posted an embarrassing picture of yourself by mistake?
Or have you ever simply got up and left during a date?
Yes? And what about your friends?
Judging only by their answers, can you recognise which of them have which secrets?
It's only when you can see through your friends, that you score the most points.

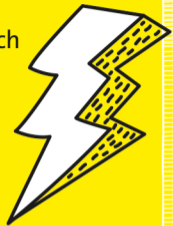
THIS IS INSIDE

- 154 question cards
- 6 team cards
(3 pink and 3 blue)
- 24 game pieces
- 60 chips



WHAT MUST YOU DO?

On each question card, there is a pink and a blue question that can be answered with “yes” or “no”. However, each of you answers **only one of the two questions**. The team cards specify which one it is. At the beginning of the game, each of you receives one of the team cards. At first, it remains secret who is in possession of which team card. Then find out which fellow player must answer the same questions as you. If you are successful, you score points – and the player who collects the most points, wins the game..

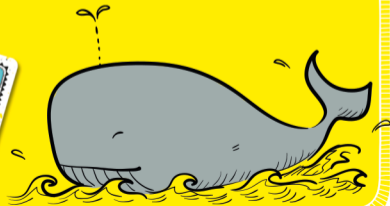


HOW TO SET UP THE GAME

Shuffle all the question cards and place them face down in a pile in the centre of the table. Place the chips beside them as the general supply. Each of you chooses a player colour and takes the four corresponding game pieces. Depending on the number of players, you require the following number of team cards:

3 and 4 players: 2 pink (Think Pink) and 2 blue (Out of the Blue) team cards

5 and 6 players: 3 pink (Think Pink) and 3 blue (Out of the Blue) team cards



HOW TO PLAY!

The game is played over 3 rounds. Each round is played in the same manner and comprises the following phases:

◆ Dealing the team cards:

Shuffle the team cards and deal one card face down to each player. Is there an uneven number of players? If so, lay one team card face down to the side. That is the ownerless team card that you will need later on. Take a look at your team card and make sure that no one sees whether you belong to the pink or the blue team.

◆ Uncovering question cards and answering:

First of all, draw a question card from the pile. Lay it face down in the centre of the table, so that it is clearly visible to all. One of you reads out loud the two questions. Now you have to answer your question. Have you got a pink team card (Think Pink)? Then you must answer the pink question only. Have you got a blue team card (Out of the Blue)? Then you only answer the blue question. Don't answer verbally but place your game pieces.



You all play simultaneously:

Do you want to answer a question with “yes”?
Then place your game piece on the Yes side –
thus, to the left of the question card.

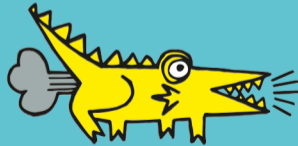


Do you want to answer a question with “no”?
Then place your game piece on the No side –
thus, to the right of the question card.



Note: Leave one of your game pieces standing in front of you,
clearly visible to all. It shows your fellow players who is playing with
which game piece.

Once you have all answered the first question, turn over a second
question card and answer this, too. Next, turn over a third question
card and give your answers once again.



✦ Who with whom?

Have you each answered three questions and placed the game pieces to the left or right of the question cards? Then you'll see straightaway how well you know each other. Next, you must find out, who at the table has the same team card as you. In other words: you must find someone at the table, who had to answer the same questions as yourself. Have you each got any idea as to who has answered the same questions as yourself? Then all raise a forefinger and together, count up to three. On **"three"**, each of you points to a fellow player who, in your opinion, has the same team card.

Exception: There are three or five of you playing, and you think that the ownerless card belongs to your team? Then point to this team card.

Note: Have you already made your decisions and pointed to a fellow player or to the ownerless team card? If so, you may no longer change your mind.



◆ Scoring

Turn over your team cards and check to see if your assumption was correct:

- **Did you recognise your “Partner in Crime”?** Then receive three chips from the general supply and place them in front of you. This also applies if you guessed the ownerless card correctly.
- **At least one fellow player recognised you correctly?** Then receive one chip from the general supply and place it in front of you. Even if several fellow players recognised you correctly, you still only receive just one chip.
- **Wrong guess and no one recognised you?** Then, shame on you! Lower your forefinger. There are no points for you in this round.

END OF THE GAME

The game ends after the third round, after you have played out 3 x 3 question cards. Each of you counts your chips. The player with the most wins. In the event of a tie, there is more than one winner.

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