

Parlour game

Reality Check²

Age limit: 18+

Players: 3+

Playing time: 30–45 minutes

Reality Check 2 makes for an ideal parlour game or just a cool way to pass time with friends.

All you need is a good sense of humour, a penchant for honesty and some common sense. Compared to the original Reality Check, this new version is bolder, tougher and even more unpredictable!

Aim of the game

The aim of the game is to have fun, in the course of which you get to think about your fellow players' quirks. By the end of the game you'll know what the other players really think of you!

Playing cards

There are 111 cards in the set, each describing a different characteristic. Those who own the original Reality Check can use them in this game as well.

Setting up the game

At least three people are required to play the game. The better the players know each other, the better the game will flow. Before starting, decide whether or not to play with cards disclosed.

Starting the game

Shuffle the cards and place them face down between the players. Agree on who will go first. The game is then played in one of two ways.

Playing with undisclosed cards

The most exciting way to play the game is with undisclosed cards. This means that the content of each card is kept secret from both the recipient of the card and the other players until the end of the game.

The first player takes the top card from the deck and decides who to give it to according to the description on it. If the player feels that the card isn't a match for any of the other players, it can be returned to the middle of the deck to await another turn. Play then continues clockwise.

At the end of the game, once all of the cards have been dealt, the players read out the cards they've been given. Shuffling the cards before reading them will make it harder for you to guess who gave you which card.

Playing with disclosed cards

There are no secrets when playing with disclosed cards. The first player takes the top card from the deck, reads out the description and gives it to the player they feel is the best match. They then choose whether to justify their choice. If the player feels that the card isn't suited to any of the other players, it can be returned to the middle of the deck to await another turn. Play then continues clockwise. The game continues until all of the cards have been dealt.

Tips

If you don't want the game to take too long, you can split all of the cards evenly among the players at the beginning of the game and start distributing them immediately. If the players feel that the characteristic described on a card matches none of the players, it can be removed from the game altogether. You can play as a group in a circle or while doing something else at the same time.