

# Parlour game „Reality check“

**Ages 16+**

**Players: 3+**

**Playing time: 30-45 minutes**

“Reality check” is not only a great game, but also a cool way of passing the time with colleagues.

## **Goal**

The goal of the game is to have fun, in the process of which you think about the characteristics of the other players. By the end of the game you'll know what the players really think about each other.

## **Playing cards**

There are 111 cards in the set, each of which describes a different characteristic.

## **Set-up**

At least three people are required to play the game. The better the players know each other, the more smoothly the game will go. Before starting the game, decide whether to play with disclosed or undisclosed cards.

## **Playing the game**

Shuffle the deck of cards and place it in the middle of the players, face down.

Agreed 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 details of the card are 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 what it describes. If the player feels that the card doesn't suit any of the other players, it can be returned to the middle of the deck to await another opportunity.

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. Every player has the right to choose a card and to ask who of the other players put that card. The putter of that card must answer honestly but doesn't have to justify his or hers choice. . Shuffling the cards before reading them out makes it harder for you to guess who gave you which card.

## **Playing with disclosed cards**

### **Variant 1**

There are no secrets when playing with disclosed cards. The first player takes the top card from the deck, reads out its description and gives it to the appropriate player, choosing whether to justify their choice. If the player feels that the card doesn't suit any of the other players, it can be returned to the middle of the deck to await another opportunity. Play then continues clockwise. The game continues until all of the cards have been dealt.

### **Variant 2**

The beginning is the same as in variant 1 but everyone except the asker can give an opinion about the content on the card. The card is received by the player who gets the most votes from other players. You can discuss and vote loudly!

You can not put cards to yourself.

### **Tips**

If you feel the game is dragging on too long, you can set a time limit during which a card must be assigned to a suitable player (e.g. within 60 seconds). If the players feel that the characteristic

described on a given card suits none of the players, it can be excluded from the game. You can play in a circle as a group or while doing something else at the same time.

### **Different rules that have been played in a group**

- Cards meaning are in reverse. For example the card „the smartest“ goes to the stupidest player.
- The whole deck is divided equally between the players. Everyone has to get rid of their cards by thinking of the characteristics of the other players.