

Dinner Party

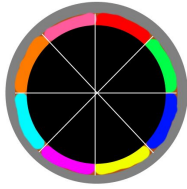
Rules / Running a Physical Test

Table of Contents

What You Need	1
General Info	2
Roles	2
The Essential Roles	2
The Extra Roles	3
Special Meals	3
Types of Slices vs. Number of Players In This Round	4
Allowed Actions	4
Stuff You Say While Running the Test	5
Introduction Phase	5
During the Game	5
Eating Phase	5

What You Need

- Index cards
 - Ten for the Roles
 - 1 Assassin
 - 1 Distant Cousin
 - 2 Wealthy Couple
 - 1 Chemist
 - 1 Food Critic
 - 4 Partygoers
 - Ten for the color-coded cards that will go under the Meals
 - Color code each index card's edge so that the pizza Meal index cards resting on them look like this



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- When switching Meals around, the color coded slots should move with the Meal card
- Ten for Meals. Each is bent at the bottom along the line in order to hide the type of Special Meal.
 - 6 normal Meal
 - 4 special Meal
 - 2 Trickster Meal
 - 1 Seer Meal
 - 1 Blindness Meal
- Something to put the Meal on that is easy to rotate

General Info

Roles

The Essential Roles

These roles are necessary to have in the game. Their jobs are all performed before the game/rounds begin.

- **Assassin**
 - Goal: Get one of the wealthy couple to eat the poisoned Meal
 - Job: Pick the poisoned meal at the beginning of each round and is told who is marked by the Distant Cousin
- **Distant Cousin**
 - Goal: Help the assassin kill both of the targets
 - Job: Is told who the Assassin and Wealthy Couple are and can mark someone at the beginning of the game for all players to see. They will have to choose the poisonous meal if the Assassin is kicked out.
- **Wealthy Couple**
 - Goal: Survive the party
 - Job: Is told who the other Wealth Couple member is

The Extra Roles

These roles are not necessary to play the game, and players can choose which of them to include in their play session. Their jobs are all performed during the rounds.

- **Chemist**
 - Goal: Survive long enough to see the Assassin and Distant Cousin kicked out or help the wealth couple survive
 - Job: If their action during a round is to check a Meal, they will be told if it is poisonous or not.
- **Food Critic**
 - Goal: Survive long enough to see the Assassin and Distant Cousin kicked out or help the wealth couple survive
 - Job: If their action during a round is to check a Meal, they can tell what type of special ability a Meal has when they look at it during the game. During the final round, they can also decide to throw away one Meal and replace it with a normal, unpoisoned Meal.
- **Partygoer**
 - Goal: Survive through all 3 courses
 - Job: Nothing

Special Meals

Special Meals are meals that cause the players who eat them to have effects that carry into the next round. These are shuffled and the number included corresponds to the number of players in the current round.

- **Seer Meal**
 - Before the round begins, the person that ate the Seer Meal is given the tablet and must choose one Meal that they will see all information about, including if it is poisonous or not, and what type of special Meal it is.
- **Trickster Meal**
 - Whoever eats this meal must perform their action in the next round without anyone looking. In the physical prototype, have the players talk and close their eyes while the Trickster performs their action. Moved cards should NOT move with their colored card for this action only. **THE GAME MASTER MUST REMEMBER TO FOLLOW WHERE THE POISON SLICE NOW IS.**

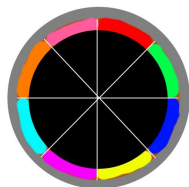
Types of Slices vs. Number of Players In This Round

- 10 players = 6 normal Meals, 4 special Meals
- 9 players = 6 normal Meals, 3 special Meals
- 8 players = 5 normal Meals, 3 special Meals
- 7 players = 5 normal Meals, 2 special Meals
- 6 players = 4 normal Meals, 2 special Meals
- 5 players = 4 normal Meals, 1 special Meal
- 4 players = 4 normal Meals

Allowed Actions

When a player decides to take an action in the digital prototype, they will tap their name on the tablet. This will put them in control based on the type of input they use. Once they commit to an action, they cannot change actions.

- Looking
 - The player picks up the tablet and taps and holds on which Meal they want to look at. They will then be told if that Meal is normal or special.
 - If that player is the Food Critic and the meal they choose is special, they will also be told what type of effect it will have.
 - If that player is the Chemist, they will be told whether the meal they look at is poisonous or not.
- Spinning
 - The player taps and spins the meal tray into whatever position they choose.
 - If the tray spins more than two units in either direction, the players will be told whether the poisonous Meal passed by one of the two Wealth Couple. The person that the Meal started on and the person it ended on are not counted in this range.



- For example, if the poisonous Meal is currently on yellow and is rotated to red, the players will be told about the poisonous Meal in relation to the blue and green players. So if the green player is part

of the Wealthy Couple, the game will say the poisonous Meal passed by a part of the Wealthy Couple.

- Switching
 - The player taps two Meals and their location on the tray swaps. This includes the color associated with that meal.
- Giving another player their action
 - The player taps the name of the player they want to give their action to.

Stuff You Say While Running the Test

Introduction Phase

- Give everyone an index card with a role on it
- Have everyone close their eyes
- Wealthy Couple, open your eyes and find each other. Now close your eyes.
- Wealthy Couple, stick out a thumbs up. Assassin, stick out a thumbs down. Insurance Agent, open your eyes. Now pick who to mark for the Assassin. Now close your eyes.
- Assassin, open eyes. I am pointing at the person that the Insurance Agent marked. Now pick which Meal is going to be poison by pointing to it.
 - You must make a mental note of which colored Meal it is
- Everyone open your eyes.

During the Game

- Everyone close your eyes. Player, pick up the Meal you want to look at. Show me your role so that I can tell if you are a Food Critic or Chemist. I will thumbs up or down for the Chemist based on if the Meal is poisonous or not. If you are the Food Critic, you can look at the type of Meal you picked up if it is a special Meal.

Eating Phase

- Everyone look at your pizza Meal card.
- _____, you ate the poisonous Meal and are not the assassin and therefore you are dead.
- Everyone, read the type of card you have and if it's special, what type of special card it is.

- **This rule only comes into effect with more than 6 players.**
 - Would you all like to call the cops on someone?
 - _____, the cops have been called on you and therefore you have been removed from the party.
- I've laid the new pizza Meals out for the next round. Close your eyes....
Assassin, open your eyes and point to the new poisonous Meal. Now close your eyes.
 - **If the Assassin is kicked out, the Distant Cousin will choose the poisonous Meal.**
- If your special Meal was a Seer Slice, open your eyes. Choose which Meal to look at. Now close your eyes.
- Everyone open your eyes.