

End of the game

Once you have played through all the cards from the draw pile, count the cards in your points pile. If you were able to agree on 10 cards, you have won! If not, just carry on playing!

Variations

One level more difficult

If you already know each other pretty well, you can make the game more difficult by increasing the number of cards that need to be assigned correctly.

Team players

If you want to play *One of Us* with more than seven people, you can form teams of two. You are still not allowed to speak while deliberating, but you can of course communicate by pointing to certain colour cards in your hand.

We are One

Do you feel ready for a real challenge? Then try to be in complete agreement with each card played – as soon as you play one different colour card, you have lost. Depending on how many cards you manage in a row, the better your rating is!



10+	Wow! Are there any secrets left in your group?
9-10	Nice! You are a hard act to follow!
7-8	Excellent! You're getting to know each other really well.
4-6	Not bad, but you can do better!
0-3	A good start. Don't give up now!

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BRIEF OVERVIEW

Game setup

Distribute colour cards: Every player receives two cards of their own colour, and one each of all the others. The duplicate colour card is laid out in front of you.

How to play

- 1 Shuffle the playing cards. Count out 15 cards and place them face down in a pile.
- 2 Reveal the top card. Decide which player the card suits without communicating with the other players. Place the corresponding player colour card face down in front of you.
- 3 Turn the cards over at the same time and check which colour has the majority.

The end of the game

Play through 15 playing cards. If the majority of you matched at least 10 cards then you have won!

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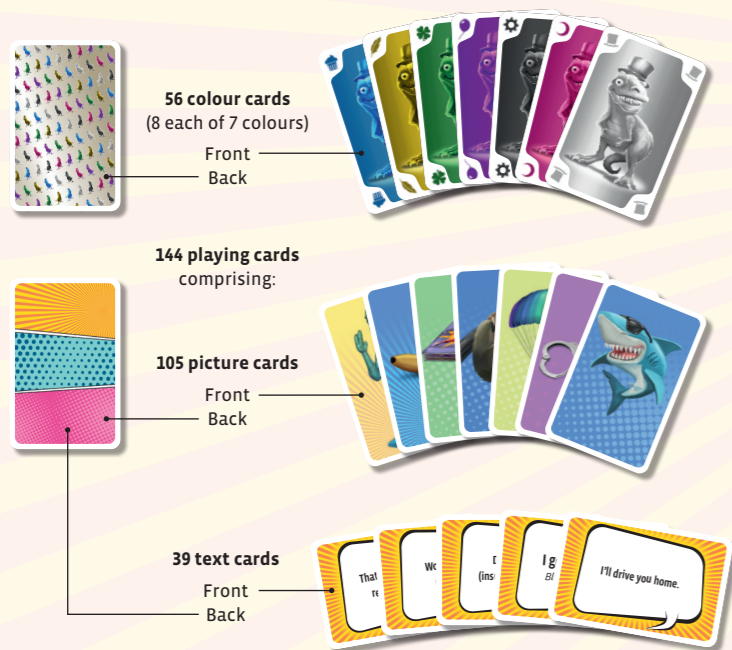


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Game goal

In *One of Us* you each need to assess the other players and assign a card to a specific person as unanimously as possible. It doesn't matter whether you associate broccoli with Alex because she particularly likes it, or with Jonny, who downright hates it. If you successfully assign 10 cards from a selection of 15, you win together!

Game material



Game setup

Choose one colour each and take the corresponding colour cards. Place one of them in front of you so that everyone can see it. Keep one card in your hand and distribute one of your colour cards to every other player. The colour cards that are left are not needed and are put back in the box. You should now have a card in your hand of each colour participating in the game, including your own.

Example: Alex chose the colour purple. She placed a purple card in front of her and received cards coloured blue, pink, yellow and green into her hand as well as her own purple card. Uwe chose blue, Elvira chose pink, Jonny chose yellow and Mel chose green. This means that each of them has 5 colour cards in their hand and a card of their own colour in front of them.



Now the playing cards are shuffled and you place 15 of them face down in the middle of the table as a draw pile. Put the remaining playing cards back in the box. Leave room for a discard pile and a points pile next to the playing cards. During the game, cards are added to the discard pile in cases where the majority of players have not chosen the same coloured card. Place the cards that have successfully been assigned onto the points pile.

Game play

- Whoever was most excited about the dinosaur on the colour cards can reveal the first card from the draw pile. This card will show a picture, a quote or a song title.
Now, without talking to each other, think about who the revealed card suits best.
- As soon as you have decided on the person that you think most suits that card, you take the card of their colour from your hand and place it face down in front of you.

Note: If someone does not want to play (assign) a card that has just been revealed, they may swap it with a new card from the box at any time.

- When everyone has decided, i.e. everyone has placed a colour card face down in front of them, reveal them all at the same time.
 - Did the majority agree on a colour and therefore on a specific player?** Excellent! Then you win one point. Remember to place the playing card you guessed correctly face up on the score pile.
 - Did the majority not agree on a colour?** That's a shame! Place the playing card on the discard pile. Unfortunately you don't win a point for it.

Next, pick up the colour cards again. You can now discuss why you assigned that card to the relevant player.

Note: Majority here means 'more than half'. So if three of you are playing, you can only score one point if two of you have chosen the same colour card, whereas with 4-5 players at least three have to agree and with 6-7 players at least four.

The next round begins with the reveal of a playing card and follows the same three steps.