

# FREQUENTLY ASKED QUESTIONS WHEN PLAYING DONNER DINNER PARTY

**Q: IF SOMEONE ASKS ME WHAT I CONTRIBUTED TO A CAMP DINNER, DO I HAVE TO TELL THEM WHAT I PLAYED?**

**A:** No. In the game of Donner Dinner Party, you can say whatever you want, whenever you want to say it. However, like real life—you can tell the truth or not. It's your call. It all depends on what team you're on, and who's asking the question.

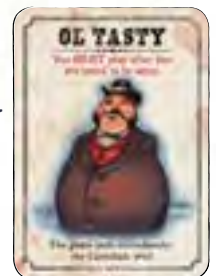
**Q: WHEN CAN I PLAY MY SUPPLY CARD?**

**A:** Each Supply Card has a different function and a different time in which it can be played. The red text on the card tells you when your particular Supply Card can be played.



**Q: IF I GET THE OL' TASTY CARD, SHOULD I REVEAL THAT I HAVE IT?**

**A:** If you're a Pioneer, you could warn your fellow Pioneers that you have the Ol' Tasty card, lest they vote to eat you at one point and lose the game for the Pioneers. Then again—if you are a Pioneer with the Ol' Tasty card and speak up about it, the Cannibals could then conspire to vote to eat you, to force an automatic win for their team.



Also, a Cannibal could lie and state they have the Ol' Tasty card in an attempt to prevent the Pioneers from ever voting to eat them, preserving their existence until the last week, thereby increasing the chances of a Cannibal win.

Ol' Tasty adds a delectable amount of dynamism and unpredictability to the game!

**Q: THE CANNIBALS REVEAL WHO THEY ARE TO EACH OTHER AT THE BEGINNING OF THE GAME. PIONEERS DON'T. AS A PIONEER, HOW CAN I DEDUCE WHO IS A CANNIBAL OR NOT?**

**A:** You have three ways in which to determine who is a Cannibal:

Camp Leader's inspection: The Camp Leader looks at one player's contribution each round, and may choose to share that information or not.

Hunting Card claims: Players may choose to claim which Hunting Card they contributed to the Camp Dinner—truthfully or not.



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Voting record: How one player consistently votes for or ignores other specific players may hint at their alliances.

**Q: IF I'M VOTED TO BE EATEN AND BECOME A GHOST, DO I STILL GET TO HUNT FOR FOOD?**

**A:** No. When you become a Ghost, you can no longer speak or discuss anything with other players. You're dead! (Though you can make spooky ghost sounds.) You now only have one function: you may "scare" an individual during a Group Vote, thereby negating their vote. Even after you die and become a Ghost, you're still rooting for the team you were on before you were dead, so you should be strategic about which individual you scare off during a Group Vote. As a Ghost, you only get to do this action once.

**Q: IF I'M A GHOST, CAN I NEGATE THE ACTION OF ANOTHER GHOST?**

**A:** No—you may only affect living, active players.



**Q: IF A GHOST SCARES AWAY THE CAMP LEADER AND THE RESULTING VOTE IS A TIE, WHO BREAKS THE TIE?**

**A:** The next living player to the Camp Leader's left becomes Camp Leader and can break the tie.

**CONTENTS**

- 1 Frying Pan
- 1 Campfire Board
- 1 Camp Leader Tile
- 10 Character Tokens
- 40 Hunting Cards
- 10 Role Cards
- 12 Supply Cards

Frying Pan

Character Token

Supply Card

Role Card

Camp Leader Tile

Hunting Deck

**EXAMPLE**  
6-Player Set Up

