

GUESS

WHOSE CARD IT IS

TRY ME!



Rules: 3+ players

What's this game about? Can the reader guess whose ABC card this is? The Sussers' goal is to persuade the reader that it's theirs - even if it isn't!

Each player needs:

- a Sussed card
- a set of ABC cards

Scoring is optional: The reader scores a point if they return the ABC card to its rightful owner. Sussers score a point if the card is given to them - even if it wasn't really theirs!

PLAY

1. Start

Reader: read a question and its answers to the Sussers.

Sussers: put the ABC card that's closest to the truth for you face down. Then, mix up these cards so the reader doesn't know which card everyone put down.



2. What's next?

Reader: turn over one of the ABC cards. Then, re-read the question and answers. Give the Sussers 15 seconds to come up with a reason why this card could be theirs.

3. Guess whose card it is

Sussers: take it in turns to convince the reader that this card is yours!

Reader: give the card to the Susser you found most convincing.

Ending your turn

The chosen Susser reveals their remaining 2 ABC cards to show if they were bluffing. It's now the next reader's turn. The game ends when everyone's read 3 questions.