

sussed?

EMOTIONAL INTELLIGENCE



How to play

age
10+
players
2-10

Readers and Sussers

When everyone has finished, the Sussers must say if they used their circle. They then reveal which option (A/B/C) they wrote down.

The Reader now reveals which option they wrote down. Sussers score 3 points if they got it, and 6 points if they circled it. The Reader doesn't score.

Have fun finding out why everyone made the choices they did! A Susser is allowed to try and persuade the Reader to switch their option, but the Reader always has the final say.

Your Name	1	Your Name	1
Reader 1		Reader 2	
Reader 1	B	Reader 1	ⓐ
Reader 2	/	Reader 2	/
Reader 3	/	Reader 3	/

Welcome to the world of EMOTIONAL INTELLIGENCE

Give everyone a score sheet and something to write with. Draw as many cards as there are players, shuffle them, then deal them out. Whoever has the lowest numbered card will be the first **Reader**, the second lowest the second Reader, etc.

On your score sheet, write everyone's names in order of play. For 6 or more players, use the reverse side.

Your Name	1	Your Name	1
Reader 1		Reader 2	
Reader 1	/	Reader 1	/
Reader 2	/	Reader 2	/
Reader 3	/	Reader 3	/

TAKING TURNS

Readers change after each scenario. The game ends when everyone has read all 4 of their scenarios.

CONCLUSION

Fill in the totals to see how well you did against each player. The winner is the player with the highest overall total!

Example of Reader 2's completed score sheet

Your Name	Scenario				Total
Reader 2	1	2	3	4	
Reader 1	ⓐ	Ⓒ	A	B	3
Reader 2	A	B	C	A	-
Reader 3	ⓐ	A	B	A	12
Reader 4	A	C	A	B	6
Reader 5	C	B	A	C	9
sussed? EMOTIONAL INTELLIGENCE					Overall Total 30

HOW TO PLAY

The Reader

From your card, read aloud your first scenario (e.g. "I'd get on best with someone who..."), followed by options A/B/C.

Cover your score sheet. Alongside your name, write down the option (A/B/C) you think is closest to the truth for you.

The Sussers

Everyone else: you're a Susser! Cover your score sheet. Alongside the Reader's name, write down the option (A/B/C) you think they will choose.

If you're feeling confident, you can go for extra points by circling it... but you can only do this once for each Reader!

Your Name	1	Your Name	1
Reader 1		Reader 2	
Reader 1	B	Reader 1	ⓐ
Reader 2	/	Reader 2	/
Reader 3	/	Reader 3	/

SPECIAL RULES

High Stakes

Every player has an unlimited number of circles. But for every incorrectly circled option, you lose 6 points!

Quick Play

Choose any scenario you want and suss people out for fun without scoring!

For more conversation worth having, visit sussedthegame.co.uk



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WARNING: Not suitable for children under 36 months. Small parts. Choking hazard.