

# sussed?

AFTER DARK 2



How to play

age  
**17+**  
players  
**2-10**

## HOW TO PLAY Q4

For Q4 you have to choose how many of the options relate to the Reader. If you think none do, write '0' on your score sheet; if you think 1 does, write '1'; 2 write '2' and 3 write '3'.

Sussers score 4 points for getting the same number (0, 1, 2 or 3) as the Reader and 8 points if they circled it. It doesn't matter if you thought the Reader picked a different combination of options (for example 'A' and 'B' instead of 'B' and 'C'), so long as you get the same number as them.

### Reader 1's options

Your Name	Scenario				Total
Reader 1	1	2	3	4	Total
Reader 1	B	C	A	2	-

### Reader 2 sussing out Reader 1

Your Name	Scenario				Total
Reader 2	1	2	3	4	Total
Reader 1	B	3	B	A	6
				2	4
					13

## Welcome to the world of AFTER DARK 2

Give everyone a score sheet and something to write with. Draw as many cards as there are players, shuffle them, then deal them out.

Players take it in turns to read aloud their scenarios. Whoever has the lowest numbered card will be the first Reader. The next Reader will be the player to their left, and so on.

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

## HOW TO PLAY Q1-Q3

### When you are the Reader...

From your card, read aloud your first scenario (e.g. "I'm about to go on..."), followed by options A, B and C.

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

## AFTER EACH SCENARIO

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.

### Example of Reader 2's completed score sheet

Your Name	Scenario				Total
Reader 2	1	2	3	4	Total
Reader 1	B	B	A	2	13
Reader 2	A	B	C	3	-
Reader 3	C	A	B	1	3
Reader 4	A	C	A	0	10
Reader 5	C	B	A	2	14
<b>sussed? AFTER DARK 2</b>					<b>Overall Total</b>
					<b>40</b>

### When you aren't the Reader...

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

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

### Readers and Sussers

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

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

Players take turns to be the Reader after each scenario. The previous Reader becomes a Susser.

## CONCLUSION

The game ends when everyone has read all 4 of their scenarios.

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

## QUICK PLAY

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

For more conversation worth having visit [sussedthegame.co.uk](http://sussedthegame.co.uk)



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

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