



Reinhard Staupe

PRIVACY?! NO LIMIT!®

Rules

CONTENTS



1 secret voting box



8 Privacy dials



8 Answer tokens



100 cards
(with 400 statements)

These rules

OVERVIEW AND AIM OF THE GAME

Each turn, the players have to respond to a statement that is saucy, personal or intrusive – sometimes all three! – and they can only respond with a **YES** or a **NO**.

The players give their answer by discreetly placing their Answer token into the appropriate side of the secret voting box.

Don't worry, you can answer truthfully – **you'll be able to keep your deepest, darkest secrets!**

Each player then tries to win themselves points by guessing the exact number of Answer tokens in the **YES** compartment of the voting box.

The winner is the first player to reach the score agreed upon at the start of the game (e.g. 10 points).

SETUP

Shuffle the 100 cards and place them face down to form the deck. Give each player an Answer token and a Privacy dial. Place the secret voting box in the center of the table.

GAMEPLAY

- 1 The player with the most 'scandalous' reputation takes the top card of the deck, reads it **privately** and then picks the statement they want to use. They read that statement **aloud** and then discard the card.
- 2 Having read the statement, that player takes the voting box and **secretly** puts their Answer token into the slot of their choice. Then they pass the voting box to the player on their left, who does the same thing. Continue around in this way until each of the players have **secretly** responded to the statement.
- 3 Each player then guesses how many tokens there are in the **YES** compartment. Players secretly adjust their Privacy dial to reflect that number and place it face down in front of them.
- 4 The player who read out the statement takes the voting box, opens it and takes out the compartment containing the **YES** Answer tokens. They empty the contents onto the table to find out the exact number of votes.
- 5 The players who **correctly guessed** the number of **YES** answers reveal their Privacy dials and each get **2 points**. The other players don't get any points. If no one has guessed the exact number of **YES** tokens, then **the players whose guess was nearest get 1 point**. First check whose guess is 1 number away, then whose is 2 numbers away, and so on. The other players don't get any points.

Note : The player who read out the statement can vote and get points, just like the other players.

- 6 Each player takes back an Answer token. The voting box passes to the player on the left of the player who just read out the statement and play continues as before.

END OF THE GAME

The first player to reach the score agreed at the start of the game (e.g. 10 points) is declared the winner.



Keep these details
and address for future
reference. 05-2022



© & © Gigamic 2011
ZAL Les Garennes
F 62930 - Wimereux - France
www.gigamic.com