



DUBIOUS

..... GAME RULES

Doubt is in the air!

How much can you tell about a person from their clothes or moods? Is it possible to work out their occupation or secret by what they have in their bag? That's what you'll have to do. Answer five questions and listen carefully to what others have to say about themselves. Try to guess who's who and become the shrewdest detective ever.

GAME COMPONENTS



Victorian England



14 Occupation cards



14 Secret cards



3 Thematic Question cards

OCCUPATIONS	SECRETS
1 Malicious	1 Counterfeiter
2 Taker	2 Absent-minded
3 Admiral	3 Knightmare
4 Baker	4 Has a jungle fever
5 Capitalist	5 Attends a brothel
6 Post	6 Hides their noble birth
7 Mechanic	7 Patented their uncle for inheritance
8 Constable	8 Has a pet snake
9 Horseboy	9 Constructs a submarine
10 Private investigator	10 Has pet snakes
11 Coachman	11 Leads a double life
12 Schemer	12 Was forced from their job
13 Magician	13 Holds spiritual séances
14 Explorer	14 Wanders
	15 Has a pet snake
	16 Constructs a submarine
	17 Leads a double life
	18 Was forced from their job
	19 Holds spiritual séances
	20 Wanders

6 Reference sheets



Modern



14 Occupation cards



14 Secret cards



3 Thematic Question cards

OCCUPATIONS	SECRETS
1 Hairstylist	1 Has multiple children
2 Taxi driver	2 Being blackmailed
3 Construction worker	3 Believes in a conspiracy theory
4 Journalist	4 Paramedic
5 Animal trainer	5 Fitness instructor
6 Detective	6 Graphic designer
7 Influencer	7 Bartender
8 Electrician	8 Has multiple children
9 Music director	9 Being blackmailed
10 Software developer	10 Believes in a conspiracy theory
11 Paramedic	11 Drug addict
12 Fitness instructor	12 Criminal gang member
13 Graphic designer	13 Posts cute videos
14 Bartender	14 Visits their relative in prison
	15 Swamped in loans
	16 Shopaholic
	17 Allergic to pets
	18 Interest troll
	19 Does illegal graffiti
	20 Confidential informant

6 Reference sheets



Fantasy



14 Occupation cards



14 Secret cards



3 Thematic Question cards

OCCUPATIONS	SECRETS
1 Executioner	1 Came back from the dead
2 Bard	2 Turned their brother into a sheep
3 Guard	3 Fused a giant's lamp
4 Warlock	4 Hunts werewolves
5 Dragon Rider	5 Commenced that magic does not exist
6 Wizard	6 Possessed by a demon
7 Stableman	7 Won a jousting tournament
8 Inquisitor	8 Came from another world
9 Dwarf	9 Commenced that their neighbor is a vampire
10 Innkeeper	10 Killed a tax collector
11 Blacksmith	11 Purchased a cursed sword
12 Berserker	12 The Dark Lord's benchmark
13 Rogue	13 Likes to sleep in a coffin
14 Necromancer	14 Looking for a sacrificial victim

6 Reference sheets

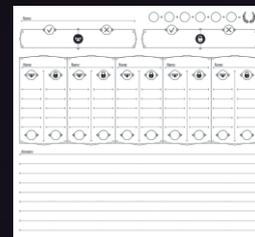
Common components



6 screens



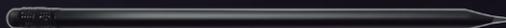
18 General Question cards
(12 Assorted Question cards,
6 Appearance Question cards)



Record sheet pad
(100 sheets)



12 paper clips



6 pencils

This rulebook

GAME OVERVIEW

The game can last one or several rounds. At the beginning of each round, each player gets a pair of an Occupation and a Secret. With this hidden combination, the player creates an original character with a special appearance and habits — this is going to be their role for the round. Each player will answer 5 random questions, common for everyone. In their answers, each player will be trying to give the others a hint about the combination of their Occupation and Secret.

At the end of the round, all players try to guess their rivals' Occupations and Secrets and score victory points (VP) for their correct guesses. However, if all other players get a player's combination right, that player's answers haven't been dubious enough and therefore don't score any VP!

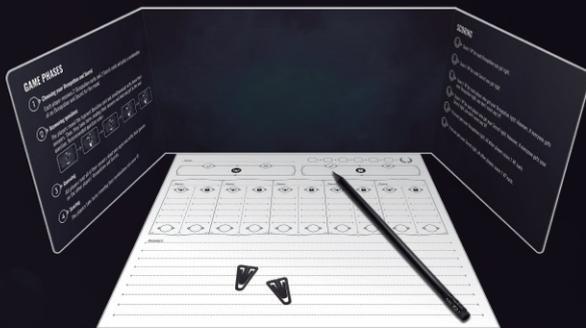
At the end of the game, whoever scores the most VP, wins.

GAME SETUP

- 1 Each player gets a screen, Record sheet, pencil, and 2 paper clips. Everyone places their Record sheets and pencils behind their screens.

Note: You'll find printable Record sheets on hobbyworldint.ru.

- 2 Choose one setting: "Victorian England", "Modern", or "Fantasy". Each player gets a Reference sheet with the full lists of Occupations and Secrets within the chosen setting and attaches it to their screen with 2 paper clips.



- 3 Take all Occupation cards of the chosen setting and shuffle them into a face-down deck. Do the same with the Secret cards.



- 4 Take all 3 Thematic Question cards of the chosen setting and add them to all of the General Question cards. Sort them into 2 piles with two different backs (Appearance and Assorted questions), shuffle them separately, and place them in the middle of the table, face down.



HOW TO PLAY

The game is played over a number of rounds set by all players. One game round consists of 4 phases:

- 1 ➤ **Choosing your Occupation and Secret** 
- 2 ➤ **Answering questions** 
- 3 ➤ **Guessing** 
- 4 ➤ **Scoring** 

1 ➤ CHOOSING YOUR OCCUPATION AND SECRET

Deal 2 Occupation cards and 2 Secret cards to each player.

Each player chooses a pair of an Occupation and a Secret card for their character and writes them down in the corresponding section (below the ✓ symbol) of their Record sheet. Everyone then places the chosen cards beside their screens, face down.

All of the cards that were not chosen are discarded back in the corresponding piles, face down, without being shown to the other players, but first, each player notes their discarded pair in the corresponding section (below the ✗ symbol) of their Record sheet. This information will be useful since that's known for sure that the other players don't have that Occupation or Secret.



Important: Don't show or tell anyone about the 4 cards you received.

Spend some time imagining a story for your character: what do they look like, what led them to their Occupation, what do they like, etc. You may come up with a name for them and list it in your Record sheet. Now you are your character.

2 ➤ ANSWERING QUESTIONS

Randomly draw 2 cards from the Appearance Question deck and 3 cards from the Assorted Question deck without revealing them. Stack them in a random order, face down; this is your Question deck for the round. Put all of the remaining Question cards aside, you won't need them in this round.



Appearance questions



Assorted questions

Note: We recommend stacking the Question deck so that the Appearance questions go first and third (from top to bottom).



Choose any one player to read the questions for everyone. The chosen player reveals the first card from the Question deck and reads the question out loud. Then, all players (including the one who read the question) simultaneously write their answers down at the bottom part of their Record sheets, and each player tries to give the others a hint about their Occupation and/or Secret.

Note: Answer all questions in the first person since you're impersonating your character now. In your answer, try to make the majority of the players get your Occupation or Secret right (or even both!). However, if your answer is too obvious or too vague (everyone gets your card(s) right or no one does), you won't score any VP at the end of the round (see "Scoring").

Tip: There are no limitations to the length of your answer, but one or two sentences should be enough.

When all players are done writing their answers down, they take turns reading them out loud, starting with the one who read the question and going clockwise. During this process, each player may take notes and mark all possible Occupations and Secrets of their opponents in their Record sheet.

Note: Before your first answer, you may introduce your character, letting everyone know their name, gender, etc. While reading your answer, you may spruce it up with insignificant details, read it in a modified voice, add filler words, and use other techniques to bring your character to life, but you may not change the core meaning of your written answer.

Repeat this step until all 5 questions from the Question deck have been answered.

Game Variants

You may change the number of Question cards and use any combination of Appearance and Assorted Questions cards if you wish. In order to shorten a round, answer 4 questions instead of 5. If you want a more difficult game, shuffle the Appearance and Assorted Questions decks together so that you'll play with random questions.

3 GUESSING

It's time to leave all doubts behind!

Starting with the player who read the questions and going clockwise, each player reads all of their answers aloud once again. Once a player is done reading, all other players have 30 seconds to think and finalize their guesses on their Occupation and Secret in the  sections of their Record sheets.

Name: *Christine*

$\bigcirc + \bigcirc + \bigcirc + \bigcirc + \bigcirc + \bigcirc = \text{🌿}$

\bigcirc ✓ \bigcirc ✗ \bigcirc ✓ \bigcirc ✗

12 Berserker \bigcirc 7 Stableman \bigcirc

13 I like to sleep in a coffin \bigcirc 1 I came back from the dead \bigcirc

Name: Julie	Name: Mason	Name: Kate	Name:	Name:
\bigcirc ✓ \bigcirc ✗				
9	6	6		
3	14	2		
6	2	8		
9	3	6		
3	6	2		
9	3	6		

When all players are done reading, they have 2 additional minutes to settle their guesses and get ready to announce them.

4 SCORING

Choose any one player. All other players take turns announcing their guesses regarding that player's Occupation and Secret. Then, the chosen player reveals their cards, and all other players mark their correct guesses, if any, and tally their VP for the chosen player's character.

If you are the chosen player:

- Score 1 VP for each player who gets your Occupation right. However, if all players get your Occupation right, you don't score any VP.
- Score 1 VP for each player who gets your Secret right. However, if all players get your Secret right, you don't score any VP.
- If no one gets your Occupation right, all players except you score 1 VP each.
- If no one gets your Secret right, all players except you score 1 VP each.

If you are not the chosen player:

- Score 1 VP if you get the chosen player's Occupation right.
- Score 1 VP if you get the chosen player's Secret right.

Each player writes their scored VP for the chosen player in a \bigcirc section at the top of their Record sheet. Then, choose another player and keep going until all of the players have revealed their cards.

Name: *Christine*

$4 + 2 + 2 + 1 + \bigcirc + \bigcirc = \text{🌿}$

\bigcirc ✓ \bigcirc ✗ \bigcirc ✓ \bigcirc ✗

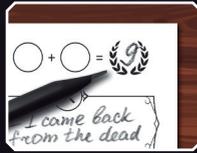
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\bigcirc ✓ \bigcirc ✗				
9	6	6		
3	14	2		
6	2	8		
9	3	6		
3	6	2		
9	3	6		

GAME END

If you want to play several rounds in a row, return all of the cards in the corresponding decks, shuffle them separately and set up for the next round. At the end of the last round, each player tallies all of their VP scored in all rounds.

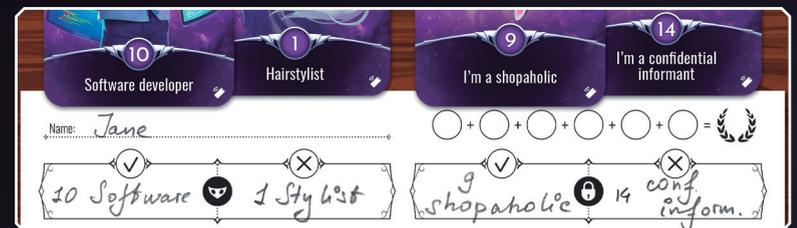


The player with the most VP wins! In case of a tie, the player who scored more VP for getting other players' Occupations and Secrets right (the number of marked guesses in the section of their Record sheet) wins. If still tied, the players share victory.

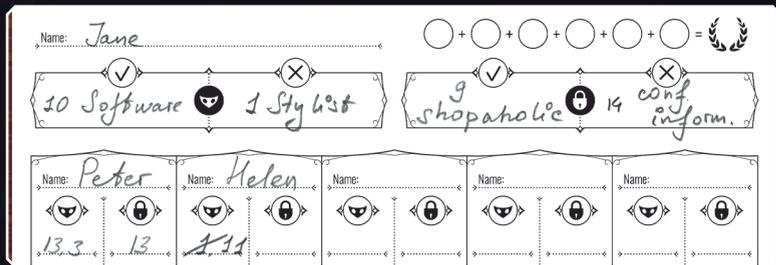
ROUND EXAMPLE



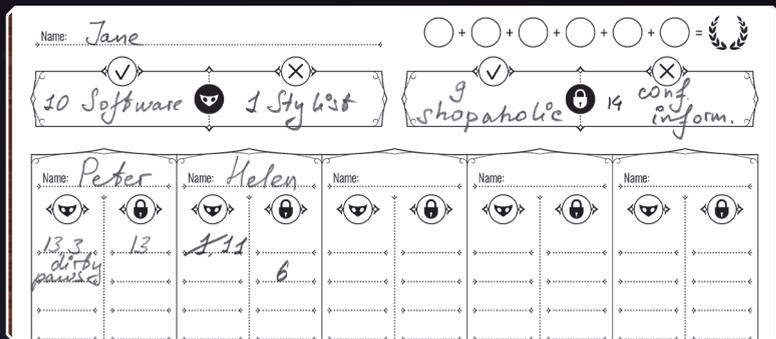
Jane, Peter, and Helen have decided to play in the “Modern” setting. Each of them has got 2 Occupation cards and 2 Secret cards. Jane has got the *hairstylist* and *software developer* Occupation cards and the *confidential informant* and *shopaholic* Secret cards. Jane takes some time to think and decides to go for the *software developer/shopaholic*. She doesn't know what other players will pick but crosses the *hairstylist* and *confidential informant* out of this round.



Peter reveals the topmost card of the Question deck. It's an Appearance question: "What do your hands look like?". After thinking about her character's Occupation, Jane writes down: "My hands show that my job is rather cushy, but at the same time they are not as well-groomed as they could be." She hasn't come up with a good enough hint leading to her Secret, so she decided to wait for the next question. Peter reads his answer out loud: "My hands are nothing more than average, but if you look closer, you will be able to notice some paint near the nails." Jane takes notes: Peter can be a *graphic designer* or a *construction worker*, or, maybe, he *does illegal graffiti*. Helen is short and sweet with her answer: "My hands are delicate, with a neutral manicure." Jane is not sure about Helen and supposes she could be a *hairstylist* or a *paramedic*, but she instantly corrects herself as she has the *hairstylist* crossed out already!



The next card turns out to be from the Assorted Questions category: "What pet do you have?" This time Jane wants to give a clue to both of her cards and writes down: "I have a fancy terrarium with my favorite python living in it. I'm thinking of getting him a friend and maybe a couple more lizards." Mentioning one of the programming languages and talking about impulsive shopping are quite risky, but Jane is willing to take that risk, so she turns her attention to what others have to say. Peter says: "Charlie is a good boy and companion when he doesn't jump on the couch with dirty paws." Helen's answer is: "Oh, my pet is the best, he is the most adorable and funny! We could exhibit together and win a contest." Jane notes the dirty paws in Peter's section, and she thinks that Helen might be *posting cute videos*.



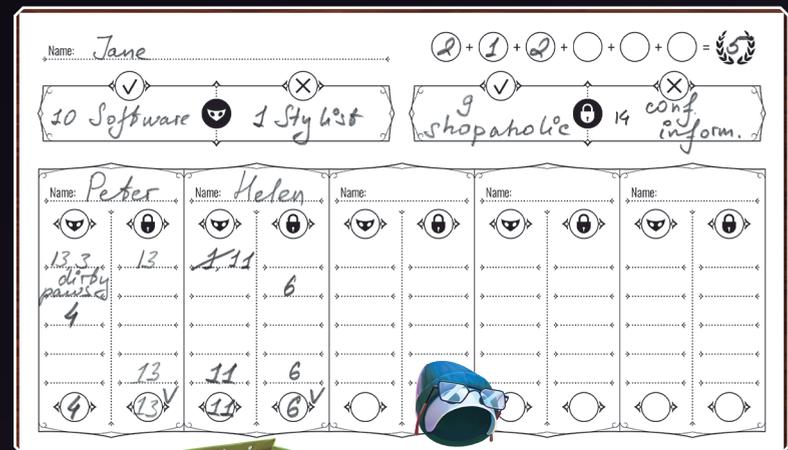
After resolving three other questions, Jane has a pretty good idea about the other players' Occupations and Secrets. At the end of the round, she says that Peter must be a *journalist* who *does illegal graffiti*, while Helen thinks that he is a *construction worker* and a *criminal gang member*. Peter reveals his cards and turns out to be a *detective* who *does illegal graffiti*. Jane has got Peter's Secret right, so she and Peter score 1 VP each. Peter's Occupation hasn't been guessed, so Jane and Helen score 1 VP each.

Then, Jane says that Helen is a *paramedic who posts cute videos*. Peter agrees with Jane on Helen's Secret, but he believes that Helen is a *journalist*. Helen reveals her *journalist* and *posts cute videos* cards. Jane scores 1 VP for the Secret she got right. Peter scores 2 VP for both correct guesses. Helen scores only 1 VP for her Occupation since all players got her Secret right.

It's Jane's turn now. Peter believes she is a *graphic designer* who is *allergic to pets* (that's why she has a snake and keeps it in a fancy terrarium). Helen gets both Jane's Occupation and Secret right. Peter doesn't score any VP, while Helen and Jane score 2 VP each.

The players tally up their VP: Jane has 5 VP, Peter — 3 VP, and Helen — 4 VP.

If Helen had got Peter's Occupation right, Peter would've scored 1 VP instead of Jane. In this case, Helen would've won by getting most of the Occupations and Secrets right (3 while Jane and Peter have 2 each).





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