VENN in DOUBT

THE SOCIAL PARTY GAME WHERE QUIRKS COLLIDE!

ABOUT THE GAME

Venn in Doubt is a social deduction party game about guessing which quirks, habits, and experiences people have in common.

One player becomes the Guesser, while others secretly describe them using a ***shared Venn diagram***. Then, the Guesser must ***piece together the clues*** and see just how well they're understood…or misunderstood!

COMPONENTS



Venn Diagram Game Board



210 Venn Cards
(30 in each category)



8 Bet Tokens



1 Dry-Erase Marker



8 Player Cards



Double-Sided Guesser Token

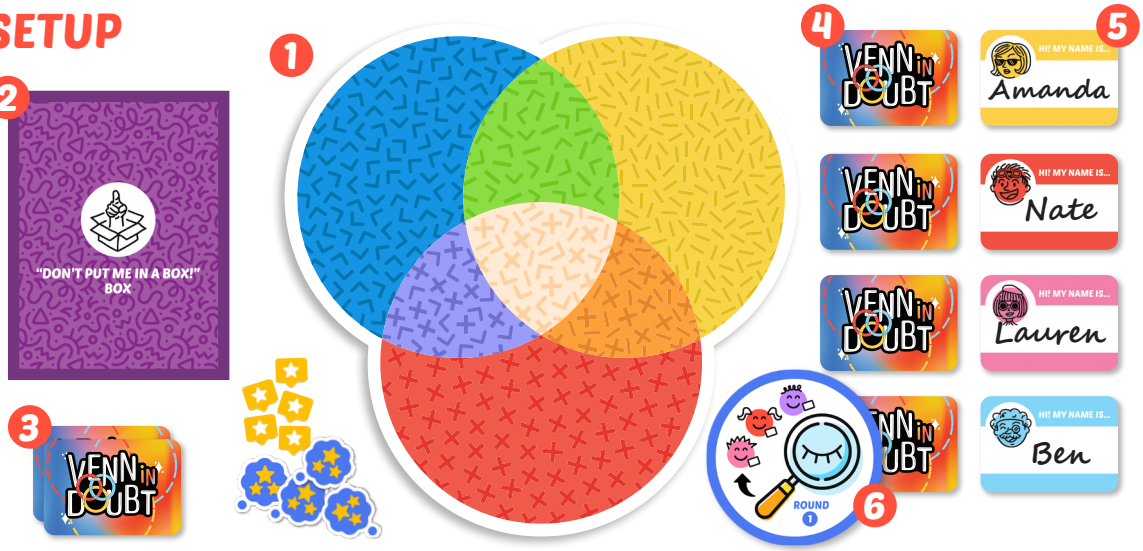


18 One-Point Tokens



12 Three-Point Tokens

SETUP



1. Place the Venn Diagram board in the center of the table.

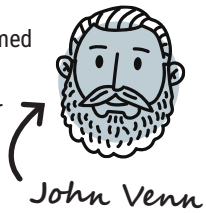
2. Place the **game box lid** nearby with the ***Don't Put Me in a Box*** interior face-up.

3. Combine all of the Venn Cards of categories you want to play with into one deck and shuffle it thoroughly. Place any cards or categories you do not want to play with back into the box.

4. Deal **8 Venn Cards** to each player.

5. Each player chooses a Player Card and writes their name on it with a dry-erase marker, placing it nearby.

6. The first Guesser is the player named *John*, or who most recently made a chart or graph. Give the Guesser Token to **the Guesser,** with the **"Round One"** side face-up.



Playing with 5 players or more?

If playing with 5 or more players, each player also takes a **Bet Token** with the character matching their Player Card.



Playing with more than 8 players?

You can write your name on pieces of paper to use as your card and token and join the game! Each expansion pack (available for purchase) also comes with a new player card and bet token.

OVERVIEW

Players take turns being the Guesser. On your turn, the next three players each choose a card that they think relates to you – without you seeing – and places them in the circles of the Venn diagram. Then, all players (except for the Guesser) place their own Player Cards in the section of the Venn diagram that best describes themselves. Finally, the Guesser tries to figure out which card belongs to which circle, and players score points!

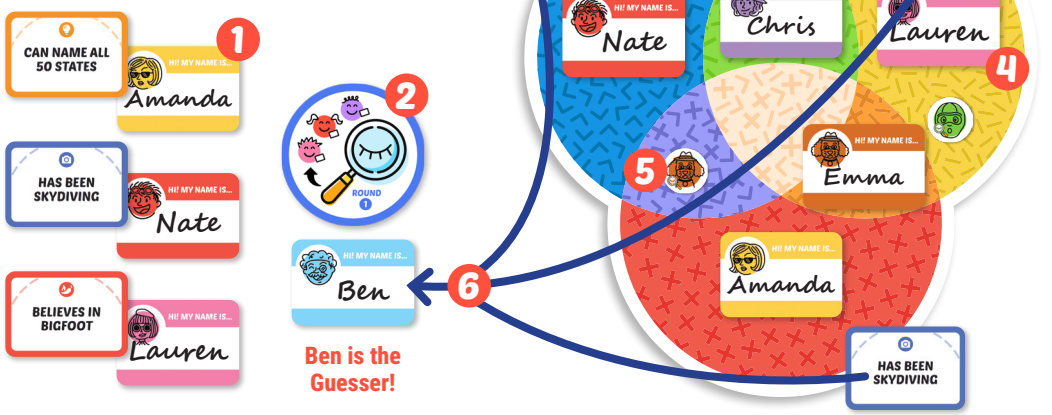
See the back page for an explanation of Venn diagrams.

Venn Card Categories

- *The More You Know*
- *Hot Takes*
- *Adulting*
- *Life Experiences*
- *Hidden Talents*
- *About Me*
- *Embarrassing Blunders*

HOW TO PLAY

Part One: Make the Diagram



1. The three players **to the left** of the Guesser secretly **choose one Venn Card** from their hand that they believe describes the Guesser.

2. Once all three players have chosen, they tell the Guesser to **close their eyes.**

3. The three players then place their chosen Venn Card on the **outside edge** of one of the three circles on the Venn Diagram Board, placing one card in each circle. These players draw a new card from the deck to replace the one they just played.

4. All players (except for the Guesser) then place their Player Card in the part of the diagram that best describes **themselves.**

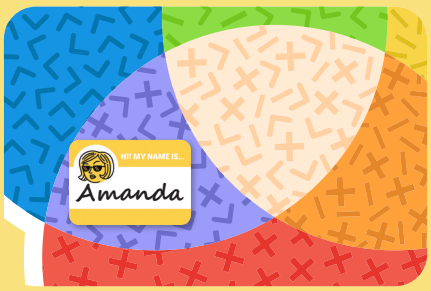
If playing with 5 or more players, do step 5. If not, skip this step:

5. Each **non-guessing player** who did not play a Venn Card this round (players 4th and beyond from the Guesser) place their **Bet Token** in the part of the Venn diagram that they think **the Guesser** will place their own Player Card.

6. When all players have placed their Player Cards and Bet Tokens, collect the three Venn Cards to **give to the Guesser**. When this is complete, all players say "Venn".

A Helpful Tip!

If you relate to two cards, place your Player Card in the overlap between those two circles. If you relate to all three cards, place it in the center of the diagram.



Example: Amanda feels like she can name all 50 States and she has been skydiving before! So she puts her player card between both circles in the purple zone.



These are the non-guessing players for the round. They place their Bet Tokens where they think the Guesser will place their own Player Card in Part Two.

The "Don't Put Me in a Box" Box

A. If you feel like you don't fit in any of the categories, you can place your **Player Card** in the ***Don't Put Me in a Box*** box (found on the inside of the box lid).

B. Non-guessing players can also place their **Bet Tokens** in this box if they think the Guesser will put their Player Card there.



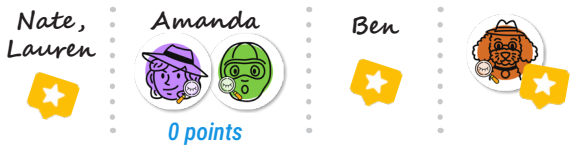
Part Two: Guessing and Scoring

1. When the other players say "Venn", the Guesser **opens their eyes** and takes the three Venn Cards. The Guesser must attempt to assign each card to the **correct circle of the diagram**, based on how the other players described themselves.

2. The Guesser scores 1 point for each Venn Card placed correctly (up to 3 points), collecting Point Tokens from the supply.

3. After the Guesser scores, the cards are moved to the correct position (if placed incorrectly), and then the Guesser places **their own Player Card** in the part of the diagram that describes the Guesser.

4. For each player who played a Venn Card in a circle with the Guesser's Player Card, they **score 1 point.** For each player who placed a Bet Token in the exact same section as the Guesser's Player Card, they **score 1 point.**

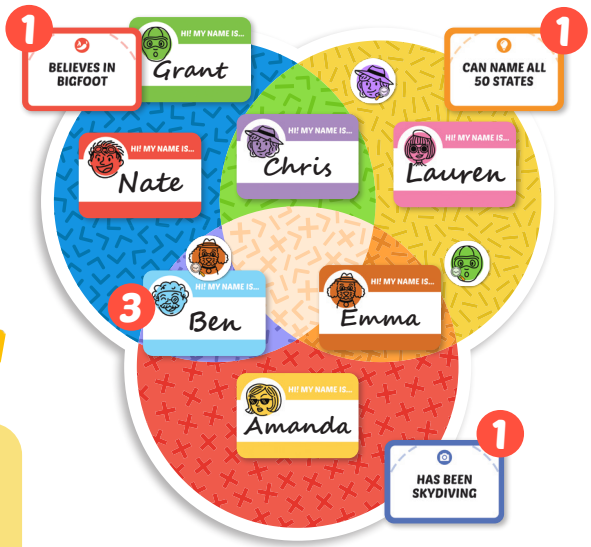


A Helpful Tip!

If two or more circles have **completely identical overlap**, meaning they contain exactly the same Player Cards, these Venn Cards can go in **any matching circle.** This means that if every player is in the center or in the Don't Put Me in a Box box, the Guesser **automatically scores all 3 points.** Try to pick specific or unique cards to make scoring more difficult!



Ben is the Guesser and takes the three Venn Cards.
He will try to guess guess correctly where each card goes!

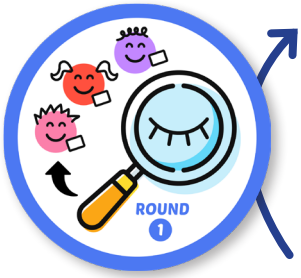


Ben knew that Amanda had been Skydiving, so he placed that Venn Card first!
But, Ben didn't think Nate could name all 50 States, so he placed that Venn Card in yellow. Poor Nate, everyone always pins him as a conspiracy theorist, and thinks he's the Bigfoot believer.

Starting a New Round

1. The Guesser passes the Guesser Token to the next player, starting clockwise, according to the Guesser Token.

2. Once each player has had a chance to play the Guesser, you can choose to **end the game** or **keep playing.**





End the Game or Keep Playing!

End the Game

1. Once each player has had the chance to play the Guesser, you can choose to end the game. The player with the most points wins!



5 Points



7 Points

Keep Playing!

2. Flip the Guesser Token over so that it now shows the “Round Two” side.

3. Starting with the **last player**, each player takes another turn in **counter-clockwise** order, so that the **first player plays the last turn of the game.**

4. Each round, the three players **to the right of the Guesser** play cards. Then, the player with the most points wins.



Reverse the turn order if you decide to keep playing!



Tiebreaker

If two or more players have the same amount of points at the end of the game, each tied player reveals their hand of 8 cards. Whoever has the most cards that they personally relate to wins! If multiple players relate to the same number of cards, they share the victory.

OPTIONAL: Challenges

Looking for a fun twist? Play with challenges!

If a player believes a Player Card was placed incorrectly, and that they relate (or don't relate) to a Venn Card, they can challenge that player. If the player cannot adequately prove that they placed their card correctly (at the discretion of the group), the challenged player must give the challenger 1 point. If they can prove it, the challenger must give the challenged player 1 point. You cannot challenge a player unless you have at least 1 point to give them. If the challenged player does not have any points, take 1 point from the supply instead.

Tips and Tricks

1

Have all three players select their Venn Cards before the Guesser closes their eyes, that way they don't have to close their eyes for too long.

2

Mix and match decks based on your audience. Adulting cards ( ) generally won't relate to children or students. Life Experiences cards ( ) feature adventures and activities that work best for well-traveled groups. The More You Know cards ( ) are great for trivia fans.

3

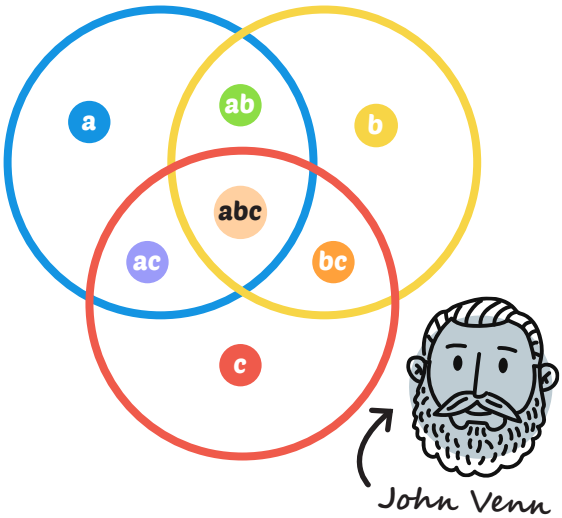
Find more decks to add to your game at:
shop.terredicegames.com

What is a Venn diagram?

In 1881, a man named **John Venn** popularized these diagrams to show what different groups (or "sets") have in common. While he gets the credit, he stood on the shoulders of some 1700s mathematicians with much more fabulous hair. Essentially, he was the *Balto* to math's *Togo*.

See the example below using three attributes, each a circle in the diagram: **Loves Coffee** a, **Is a Morning Person** b, and **Loves to Read** c. Any space where circles overlap means you possess **all** of those attributes.

- People in the outside ring a **love coffee**, but they aren't morning people and they don't love to read.
- People in the top middle ab **love coffee** and are **morning people**, but they don't love to read.
- People in the middle abc **love coffee**, are **morning people**, and **love to read**.
- People who don't **love coffee**, aren't **morning people**, and don't **love to read** don't go in the diagram at all – they go outside of the diagram! In this game, we made a place for those people to still feel important. It's called the ***Don't Put Me In a Box*** box.



Credits

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