



POSER

ABRIDGED RULE BOOK

POSER / ABRIDGED RULE BOOK

OVERVIEW

Poser is a hidden identity card game for 3-8 players. The object of the game is to either (1) find the Poser in your group of friends or (2) figure out the Character, if you're the Poser.

SET-UP

Separate the Character, Location, Scene, Poser, and Reference cards. Put the Location and Scene cards in separate piles. Count the number of players, subtract 1, and separate that many of each Character card. Add a Poser card to each of those stacks, shuffle them, then put them in the included small bags. Mix up those bags. Give each player a Reference card. Agree upon the number of rounds to play (each is approx. 5 minutes).

RULES OF PLAY

The player born closest to 1/1/1980 begins the game. Let's say it's "Brian."

To start the game:

1. Brian randomly picks a Character stack and deals each player a face-down Character card, including himself.
2. Brian starts a five-minute timer, then turns over a Location and a Scene card and reads them aloud.
3. Claire, clockwise to Brian, goes first by answering "What happens next?" as her Character would. (If Claire is the Poser, she'll need to do her best bluffing here.)
4. Claire follows up her answer by asking any other person, except Brian, a question. She asks Bender a question.

Play continues with Bender answering Claire's question, then asking a question to any player, except the last player who spoke (Claire, in this case). And so on.

The round ends when:

- at any point, anyone accuses a player of being the Poser. The group holds a public vote, and, if all but one person agree, the round ends. If two or more people disagree, the round continues.
- on his/her turn to answer a question, the Poser guesses the Character.
- when the five-minute timer expires.

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END OF ROUND & SCORING

If someone initiates a vote or time runs out, the players vote on who the Poser is. Players can explain their reasoning and try to coerce each other to change their votes.

After the vote:

- If the group successfully guesses the Poser, everyone but the Poser receives 1 point.
- If the group guesses the wrong person as the Poser, the Poser receives 2 points, and the person who guessed loses 1 point.

If the Poser decides to guess the Character on their turn:

- If the Poser successfully guesses the Character, he/she receives 1 point.
- If the Poser guesses the wrong Character, everyone but him/her receive 1 point.

Players can have negative scores.

WINNING

The player that scores the most points at the end of the agreed-upon number of rounds is the winner.

TIPS & STRATEGY

Balancing Roleplaying with Hidden Identities

The hardest part of the game is continuing the story, staying in-character, and avoiding giving away the Character to the Poser. Some players focus more on the story itself. Others keep their answers short and cryptic. To demonstrate you know the Character, use subtle nods to what they're into or might do. In other words, if you're the Surfer, don't talk about Hanging Ten every second. Maybe talk about your hair or your tan or how gnarly the weather is today.

Find the Poser

If you think someone is the Poser, sometimes a better strategy is asking other people questions until you can rule them out. If they're not the Poser, you don't run the risk of them guessing the Character.