

GOSSIP!

for 4-6 players from 12 years

duration about 20-30 minutes

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RULES

Introduction

Why are you always the last to know? Everybody seems to know about that fight you had with your girlfriend - everybody but you. And did you realise your neighbour is the most popular guy in town? For now, at least. Because people are saying ...

GOSSIP! is a fast-paced card game about reputations. Players spread rumours, some bad, some good, in an attempt to be seen with the most popular people. Or, even better, to become popular themselves. Timing is all-important: that guy at the other side of the table might seem like a nerd now, but he might be Mr. Perfect in just two or three turns. Playing cards can kill your reputation!

GOSSIP! takes about 20 to 30 minutes and can be played by four to six gossip-mongers aged 12 or older.

Game Parts

91 playing cards, 30 paperclips in six player colours, 6 post-boxes (strained ears) in six player colours, 1 reputation index, 6 reputation markers in six player colours.

Outline of Play

In GOSSIP! players try to make dates with popular people. The player who has the most dates becomes the most popular. The trick is that not everyone knows what is happening. Each turn, you pass on cards to your neighbours and they can change their plans as soon as they notice what you're up to. Because of the mechanism of card play, some cards travel longer than others before they finally reach the person they're meant for, and this makes for some interesting tactical opportunities.



Preparing for Play

Give each player the reputation marker, 5 paperclips, and the strained ear (post-box). Put the Reputation Index in the middle of the table. Put all reputation markers on the starting circle. If there are less than six players, take the cards of the remaining colours out of the game. Leave the "Card That Ends It All" ("STOP") out as well. Shuffle the rest of the cards and deal each player five cards.

What Might Happen ...

There are four types of cards. Each card represents a particular kind of relationship. The colour of the card indicates which player you can make an appointment with. The cards have the following meaning.

Being Seen Together (+1): you are seen together! OK if you're seen with Mr. Perfect, but make sure not to be seen with a nerd.

Date (+2): Great if it's a date with Mr. Perfect, but an absolute disaster if you date a nerd...

Public Fight (-2): it's good to be seen fighting with nerds, but do not let them see you disagree with someone popular!

Silence Campaign (cut telephone): if you *really* do not like someone, you make sure he has no social life at all.

Who's Available?

At the start of each turn, each player may draw two cards up to a maximum of seven (paperclipped cards not included). As soon as you have seven or more cards, you can no longer draw cards. If you have six cards, you may only draw one card.

Dating

Each player may make as many appointments as he has paperclips. To make an appointment, take a paperclip and clip it to one of our cards. You may clip a card of your own colour, if you so wish. There cannot be more than one paperclip on a card.



Hearing About It

After all players have selected appointments they want to play they start telling each other about it by passing cards to their neighbours. You must pass on all paperclipped cards, not only those which you play yourself, but also the cards passed on to you by other players in the previous turn.

All positive cards (dates, being seen together) should be whispered in the ear (placed in the post-box) of your *left-hand* neighbor. All negative cards (silence campaign, public fight) should be whispered in the ear of your *right-hand* neighbor. All players play simultaneously.

They're Talking About You!

When all players have passed their cards on to their neighbors, each player looks at the cards played on him. Every card that matches his own colour should be played open on the table. Take all the other cards out of your ear into your hand, without showing them to the other players. Each player should then count the points of the cards which have been placed face-up on the table, to determine who is Mr. Perfect and who is the Nerd...

But first, check if a Silence Campaign has been played. If so, take up all Silence Campaigns that were on the table from a previous turn, return the paperclips to their owners and place the old Silence Campaign(s) on the discard pile. Any player who has a Silence Campaign of their colour played in front of them will only score negative points this turn. Now you may start counting.

For each of the types of cards score as indicated:

- **Date** 2 points
- **Being Seen Together** 1 point
- **Public Fight** -2 points
- **Silence Campaign** Only score negative points

Whoever scores the most points is Mr. Perfect. If two or more players score the most points, they all count as Mr. Perfect.



Whoever scores the least points is the Nerd. Again, if more than one player has the least points, then they are all Nerds this turn.

In the rare event that *all* players score the same number of points, the turn ends immediately. Reputations stay as they were, and a new turn must be played.

Changing Reputations

There are two ways in which a reputation can change. In short, the Nerd and Mr. Perfect first change their reputation; those who have played cards on Mr. Perfect or on the Nerd move their reputation markers.

Mr. Perfect moves his reputation marker **three** steps up. The Nerd moves his reputation marker **three** steps down.

Each player then counts the number of points he has played on Mr. Perfect (“Dates” score two points, “Being Seen Together” scores one point, and a “Public Fight” scores two negative points. A “Silence Campaign” card never scores points). Each point earns one point on the Reputation Index.

Then, each player checks the number of points he has played on the Nerd. This time, however, each point is subtracted from his reputation score. The negative points of a “Public Fight” with a Nerd will thus add two points to your own reputation!

Old News

All players now take all the cards which they placed face-up (and therefore have their own colour), and put them on the discard pile. The paperclips go back to their rightful owners. “Silence Campaigns” remain on the table with their paperclip until a new “Silence Campaign” is played!

After all Old News has been discarded, a new round starts.

Don’t Talk too Much About Yourself!

It is allowed to play cards that are meant for yourself. These cards will travel vial all of the other players until they reach you again! As this



may be detrimental to your clip supply, it is allowed to discard any or all cards of your own colour that you hold in your hand.

The Card That Ends It All

When the pile has been depleted, take all the cards and shuffle them. Then take the “Card that Ends it All” (“STOP”) and shuffle it into the pile. Two different players should shuffle the pile so that no one knows where the card is.

The game ends as soon as anyone draws the “Card that Ends it All”. Whoever is most popular based on position on the Reputation Index wins the game.

